WARNING!

This book is intended for

ADULTS ONLY.

If you are easily offended
you do not want to purchase this product.

If you are hard to offend
you still may not want to buy this product!

(I’m serious; we have plenty of other offerings
for “mainstream” gamers.)

This PDF is full of Hentai-inspired RPG rules, classes and setting elements;
so if you would not purchase a Hentai product
then this may not be your cup of tea.

Consider yourself warned.

BLACK TOKYO

Chastity & Depravity

Black Tokyo

Chastity & Depravity

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Released by
Otherverse Games
in conjunction with
Skortched Urf' Studios

FOR MATURE AUDIENCES ONLY!

Black Tokyo: Chastity and Depravity

Black Tokyo began as a passing whim, evolved into a complete gaming supplement, and somehow, against all the odds, became one of the best selling products ever released by either Skortched Urf Studios or the fledgling Otherverse Games. Despite the extreme subject matter, adults only purchasing restrictions, Black Tokyo has sold... and sold... and sold some more.

This sourcebook serves as a continuation and expansion of the Black Tokyo world, delving even deeper into this horrific imitation of real world Japan. Inside, you'll find new monsters, new feats, new demon-tainted advanced classes and a selection of monstrous new player races. We'll venture across the dimensional border, and cross into the Tatakama. We'll catch a glimpse of oni at play in the fields of the Black Else. And eventually, we'll return to Tokyo, to confront human horrors and demonic lusts.

New Player Species

The human-shaped monsters described in Black Tokyo aren't the only character options for the players in the setting. The Tatakama is an endlessly changing, ever-new realm of wonders, and in the Black Else, the only way to survive is to mutate and evolve. New species emerge with alarming regularity; some temple maidens claim that there is an oni for every lustful thought ever shared by a human. If that's true, the Black Else is home to an endless array of monsters Some of these monsters venture into the Earth Realm, to protect or plague humanity.

1. **Byakko** (Shapeshifting animal people drawn from online furry culture)
2. **Futakuchi** (Serious and severe two-mouthed celestial harbinger)
3. **Hannya** (Seductive, shape changing sexual vampires)
4. **Kijimunaa** (A dying race of plant-children)
5. **Living Toys** (Cute artificial people created as playthings)
6. **Nikusui** (Child-shaped and lethal protector of children)
7. **Shirime** (Iconoclasts and skilled healers with eyes inside their bodies)
8. **Spider Souled** (Sociopathic murderers tainted by the Black Else)
9. **Ubume** (Mournful ghost of a mother and her unborn child)

Byakko

Medium Humanoid (Shapechanger)

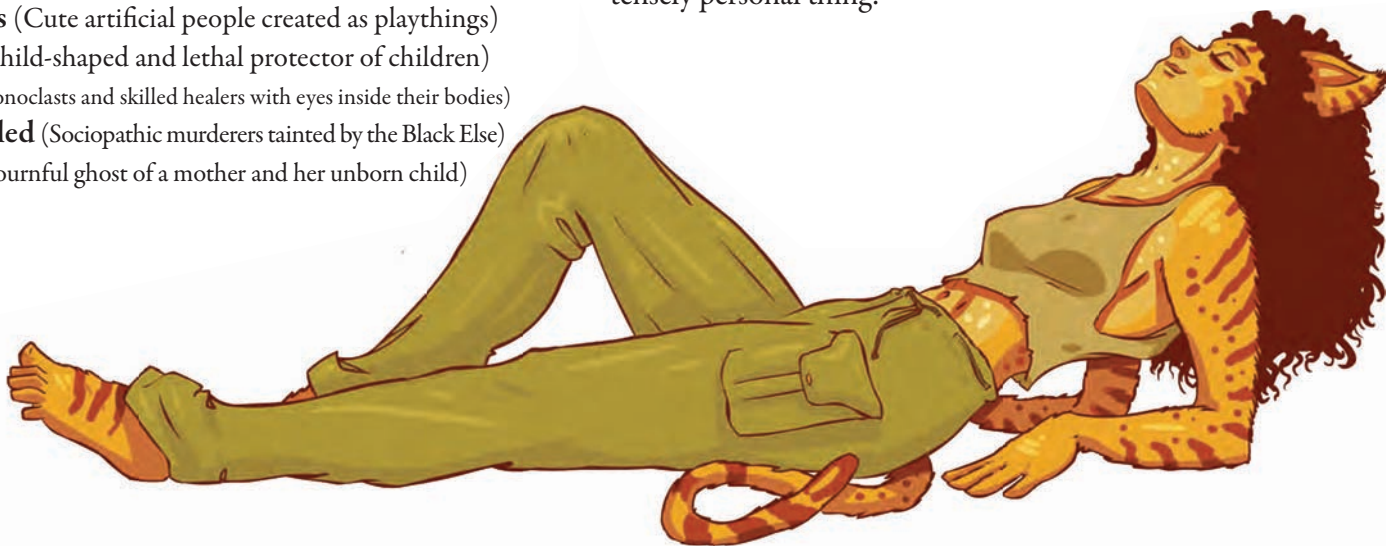
The Byakko are named for the 'tigers of the West', a new species that takes its name from old Japanese myth. They are a race drawn from the ranks of Black Tokyo's young fetishists. The Byakko are Anglophile Japan, echhi Japan, yiffy Japan, furry fetishist Japan. They are living proof that in Black Tokyo, desire can reshape human flesh and bone.

All Byakko are born human, but abandon their human forms sometime before their 16th birthday. A long forgotten ritual of transformation, which has made its way into the otaku underworld lets young Byakko transform their physical body to match their Internet 'fursona'... to forever step away from humanity. Byakko are disdained by the older generations of Japanese, forever locked out of polite society and political power. A shamanistic transformation into a fetishistic alien body is nothing new to the strange little island nation's magicians, but to remake yourself body and soul into some American style cartoon cat person? Ridiculous.

Each Byakko is a species of one, united only a shared aesthetic and animalistic nature. Byakko are not a numerous or very powerful species, and each member now has to come to terms with having exactly what he or she wanted: to wear their animal natures and primal lusts on their skin.

All Byakko are lean and powerfully built, attractive humanoids blessed with the beauty, grace and raw sexuality of the animals they emulate. Byakko are easily recognized by their pelts, their lusty, pungent musk, their strange proportions and powerful physiques. They can pass for a human only with luck and all concealing clothing.

Their faces are animalistic but always mammalian, though the exact animal each Byakko takes as their body-totem is an intensely personal thing.



Some Byakko are cat or lupine furries, or canine anthropomorphics. Other animal inspirations, such as squirrel or monkey or badger Byakko aren't unknown, and since many submissive Byakko come from the pony-play fetish community, equine Byakko are especially common.

Size and Type: As Medium Humanoids, Byakko receive no special bonus or penalties due to their size. Byakko have the Shapechanger subtype and are vulnerable to effects which specifically target metamorphs.

A Byakko's base land speed is usually 30 ft, though specific bloodlines might be faster or have more exotic movement options.

Ability Score Modifiers: +2 DEX, -2 INT, +2 CHA. Byakko are lithe and attractive, and so strangely beautiful that even their most sexually conservative acquaintances find themselves considering bestiality. However, they aren't deep thinkers and their animal passions usually trump their reasoning capabilities.

Racial Feats: All Byakko receive Alertness as a racial bonus feat, reflecting their kind's keen eyes and ears.

Enhanced Senses: All Byakko possess lowlight vision. Some breeds have even keener senses.

Species of One (EX): Each Byakko has a unique shape and even more unique capabilities, based on the specific animal traits he or she manifests. When the Byakko is created, he or she can choose two of the following ability packages. When created, the Byakko designates one of these ability packages as a permanent alteration; the other may be changed each day.

Each day, upon awakening, the Byakko can choose to change one Species of One ability package. Byakko are dreamlike creatures, whose exact physical forms are mutable. Byakko change their physical form in response to the needs of an adventure, to attract furry lovers, to impress another Byakko they respect, or just in response to the ever-changing whims of Byakko culture.

Aquatic Fur (EX): The Byakko's pelt is the sleek, waterproof hide of a playful otter or beaver. The Byakko gains a Swim speed of 30 ft, and can always take 10 or 20 on Swim checks, even when threatened. The Byakko can hold her breath for a number of minutes equal to its CON score before needing to surface or risk suffocation.

Burrowing Fur (EX): The Byakko can tunnel as adeptly as any badger or rabbit. The Fur gains a burrow speed of 10 ft. The Byakko can only burrow through loosely packed earth or sand, not rock, concrete or pavement.

Chase Fur (EX): The thrill of the chase, the phenomenal speed of the cheetah or the hunting wolf drives the Byakko. His base land speed is increased to 40 ft.

Climbing Fur (EX): The Byakko can move as adeptly in three dimensions as most animals can in two. The Byakko gains a climb speed of 20 ft and can always take 10 or 20 on a Climb check, even when threatened.

Combat Fur (EX): This Byakko embodies the power and ferocity of the lion, the bear, the wolf. Their muscles are corded steel under their pelts. The Byakko gains natural claws and fangs which inflict 1d6 points of slashing damage. The Byakko is always proficient with his natural weapons, and is considered armed when attacking with a claw strike or bite.

Herd Fur (EX): The Byakko gains the strength and tenacity of the great herd animals: horses, bison, deer, elk and others. The Herd Fur receives a +2 racial bonus to Strength, and has its lifting and carrying limits doubled, as if it were a Large creature, despite being otherwise Medium sized.

Hibernating Fur (EX): The Byakko can enter a death like trance state at will, during which it requires no food, water and only trace amounts of oxygen. Before entering the trance, the Byakko must designate a trigger (such as suffering damaging, being touched, or hearing a specific sound or smelling a specific scent) or designate a specific time to awaken. The Byakko can maintain the trance state for a number of weeks equal to its CON modifier (minimum one week). Awakening from the trance is a full round action.

Futanari Fur (SU): Through concentration, the Byakko can change its natural gender, or become hermaphaditic as a full round action. The bi-gendered Byakko cannot gender shift while pregnant or nursing; if the Byakko belongs to a class or has feats with abilities tied to a single gender, it can use those abilities in either male, female or futanari (hermaphadite) form.

Messy Fur (SU): The Byakko's fetish-inspired body allows her to play dirty scat games that offer her a weird path to magical power. The Byakko receives Wards of Filth as a racial bonus feat, even if she doesn't meet the prerequistes.

Nocturnal Fur (EX): The Byakko is adapted for the dark of night, and gains darkvision with a 60 ft range.

Soft Fur (EX): This Byakko embodies animal lust, beauty and sensuality. They have delicate physiques, lean taut bodies and smooth satiny pelts that cover most of their skin. The Byakko receives Gifts of Ecstasy as a racial bonus feat.

Tentacle Fur (EX): The Byakko is a mammal, but was created by desire for things that don't exist in nature. The Byakko's body is chaotic and evershifting, with strange, mutant genitals protruding from their barely humanoid form. Their breasts end in penises, clitorii six feet long dangle from beneath their jawline, multiple rows of breasts decorate their bellies and torso.

The Byakko's type becomes Monstrous Humanoid, and they are immune to effects that specifically target humanoids, such as Charm Person.

Tracker Fur (EX): The Fur has the keen nose of a bloodhound or tiger seeking prey. The Fur gains the scent special quality.

Animal Lusts (EX): The Byakko cannot control its animalistic passions. The Byakko suffers a –4 racial penalty on Sense Motive and Diplomacy checks against anyone he or she would find sexually attractive.

The Byakko constantly struggles with impulses towards rape and sexual dominance, and suffers a –4 racial penalty on WILL saves made to resist magical or psionic compulsions urging them to commit such acts.

Voracious (EX): Byakko have racing metabolisms, and even the most petite Tokyo cat-girl needs more protein than an entire football team. Byakko require four times the food and water required by a normal humanoid to survive.

FUTAKUCHI

Medium Outsider

The Futakuchi are defined by hunger and by discipline; they are spirits of tightly controlled desire. In the modern world, many parapsychologists believe these mysterious creatures to be another form of undead, the spirits of teen girls who died of an eating disorder, and returned from the grave transformed. However, the Futakuchi have never been human, despite the lies their lean bodies and taut breasts tell. They may speak like humans, and may resemble a lean and glamorous human woman, as coldly beautiful as any supermodel, but the Futakuchi are not human. Instead, they are half-celestial creatures, messengers and spies for the gods, who carry messages from the Tatakama to mortals trapped within the Earth Realm.

Somber and serious, the Futakuchi are creatures with a purpose, and are marked by their iron wills and steel self-discipline. They view humans as indolent and selfish children, always gratifying their own desires. They look down on mortals for their weaknesses, but as servants within the celestial hierarchy, they are often forced to train and protect mortal champions. They do so grudgingly, and with obvious disdain, but a human who has studied at the feet of a severe Futakuchi task-mistress is destined to become a great champion.

Futakuchi are an exclusively female species, created by the gods in imitation of a Japanese maiden's form. All are coldly beautiful, and all have the lithe, hard bodies of a champion gymnast. They are marked by long manes of luxuriant black hair, and dress modestly, favoring dark, finely tailored business suits and somber blouses. With a little care, they can easily pass for human. When a Futakuchi reveals herself, though, she becomes something obviously inhuman.

With a thought, the Futakuchi can animate her hair like a mane of serpents, revealing a fanged second mouth hidden at the base of her neck, where her spine meets her skull. A bite from this second mouth inflicts as much damage as a shark's rapacious attack, and oni have learned to fear these harsh demon-slaying ladies. When nude, a Futakuchi's second anatomical oddity is revealed. Her vagina is turned on its side, so it appears to open sideways. Unwitting encounters with Futakuchi girls have given rise to a truly bizarre stereotype about Asian women.

Futakuchi are an exclusively female species, and must seduce human men to continue their species. Male children born of a Futakuchi mother are humans, though many may acquire the Celestial template, or receive the Racial Exotica feat to account for their strange mother. Female children are always born Futakuchi.

Futakuchi Racial Traits

Size and Type: As medium creatures, Futakuchi receive no special bonuses or penalties due to their size. A Futakuchi's base land speed is 30 ft. Height and weight are at the low end of the norm for Asian females. As Outsiders, Futakuchi are immune to effects which specifically target humanoids, such as Charm Person.

Ability Score Modifiers: -2 STR, +2 WIS, +2 CHA. Futakuchi are serious and strong minded, with extremely strong, domineering personalities. However, they are lightly built and not as strong as most human women.

Racial Skills: Futakuchi are well trained celestial bureaucrats, who receive a +2 racial bonus on Knowledge: arcane lore and theology philosophy checks. Their serious, humorless demeanors can cow the weak willed, and these harsh women receive a +2 racial bonus on Intimidate checks.

Racial Feats: Futakuchi gain Serpentine Mane as a racial bonus feat, even if they do not meet the prerequistes. The feat was originally presented in Black Tokyo and is reprinted below for your convenience.

Serpentine Mane (General SU)

Your long hair writhes and moves with a life to its own, twining around opponents and always secretly working for your benefit.

Prerequisite: CHA 15+, Concentration 4 ranks

Benefit: You have total psychic control over every strand of your hair. Your prehensile hair grants you a +2 bonus on all grapple and disarm attempts, as well as Sleight of Hand and Escape Artist checks. If your hair is uncovered, you are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

Limitation: If your hair is ever cut or burned, you lose the benefit of this feat until it regenerates back to full length, which requires 1d6+1 days.

Enhanced Senses: Futakuchi receive lowlight vision.

Natural eapons (EX): A Futakuchi's second mouth is an unwieldy weapon, but is capable of inflicting terrifying wounds. As a secondary natural attack, the Futakuchi can attempt to bite an adversary, inflicting 1d +STR modifier points of slashing damage. The Futakuchi can use her second mouth as a natural weapon when grappling or pinned, without penalty.

Celestial Inspiration (SU): A Futakuchi can cast Bless, as an acolyte of her total character level, a number of times per day equal to her WIS modifier (minimum once daily). The celestial messenger often uses this ability to transform cowardly, clumsy mortals into proud warriors.

Racial eaknesses: A Futakuchi can never allow a mortal male (of any species) to see her eat; if she does, she suffers a -2 morale penalty on saves, attack rolls and skill checks for 24 hours after the transgression. A Futakuchi must eat twice as much food as a similarly sized human woman, and when eating, she must feed both mouths.

THE HANNYA

Medium Aberration (Shapechanger)

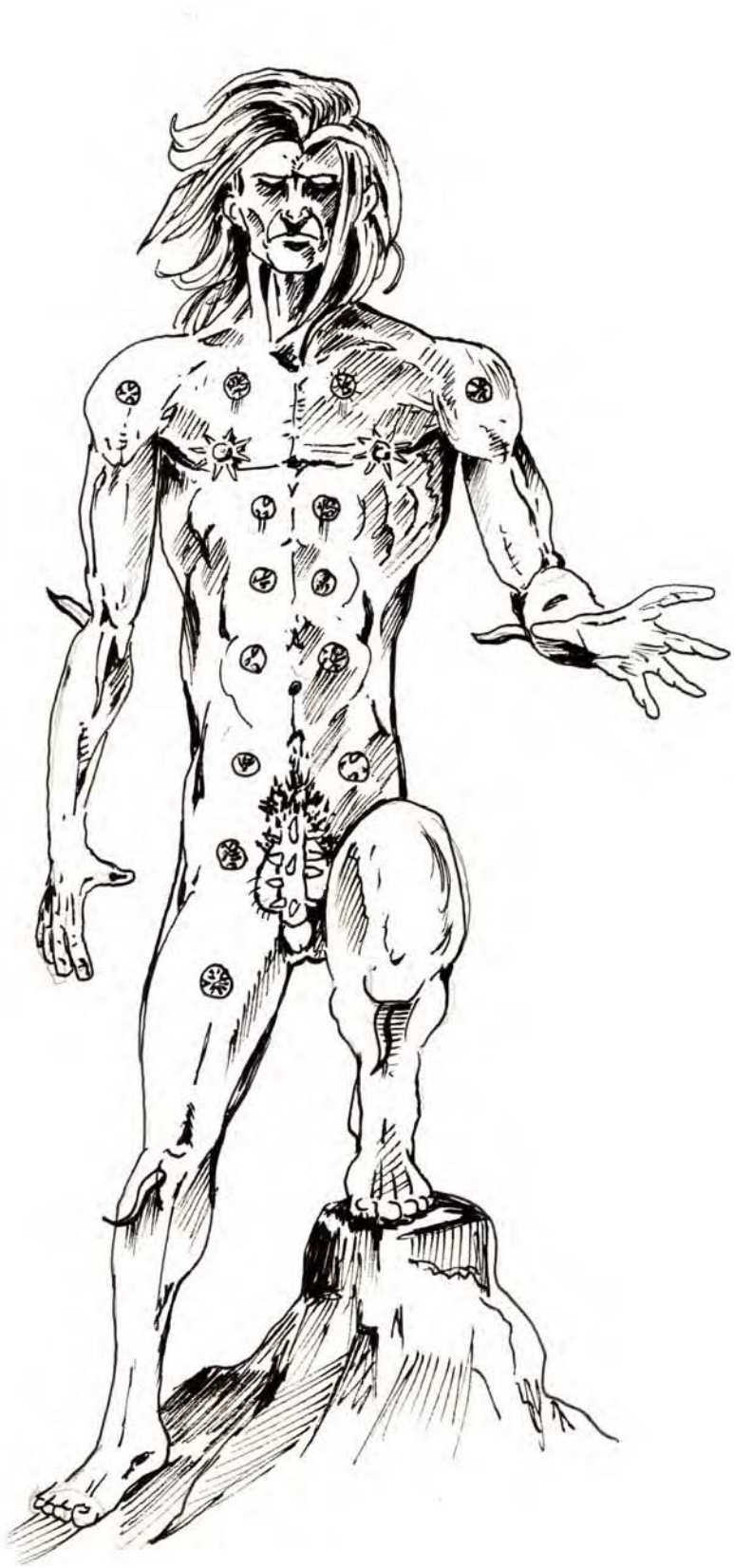
The beautiful and cold Hannya are creatures that feed on lust. When angered the creatures shed their skin like great serpents, revealing a flayed, gnarled horror beneath a beautiful façade. The fearsome Hannya are the source of a thousand legends of ghostly lovers, of succubae and incubi, of pacts with Satan sealed with a black kiss, of vampires and night terrors.

Hannya were born on the cold, hopeless depths of the Black Else, establishing a civilization where few sentient creatures thrive. The creatures survive as emotional parasites- like the succubae, the outsiders feed upon lust, love and hope- all rare commodities on their benighted home plane. Today, lustful Hannya demons venture into our world in search of delicious prey. They are greedy and voracious, and most of their victims die at the moment of their first orgasm, but a few victims survive their kidnapping long enough to see the Black Else and the cities full of starving lust-feeders. Whether these few should be objects of pity or intense jealousy is a matter of debate.

In their natural state, a Hannya resembles a flayed humanoid figure; a naked man or woman with a lean, finely proportioned body hewn from slabs of crimson muscle. Short ridges of glowing gold or silver horn ring the Hannya' electric blue eyes, and a similar set of decorative spines ring their genitals and the tips of their breasts. Inch long quills jut from the Hannya' elbows and kneecaps; the tips of these quills glow with a faint silvery radiance.

Several small orifices, about the size of a half dollar, dot the Hannya' body. These orifices resemble a larger version of a spider or silkworm's spinnarettes, and are spaced equidistantly across the lean humanoid's body. With practice a Hannya can use these spinnarettes to exude a fleshy silk and polymer carapace, quickly allowing the shape shifter to take the appearance of virtually any humanoid creature of equivalent mass. Hannya are skilled mimics, able to alter their species, proportions, skin tones, age and even gender within a matter of seconds.

Hannya are egg-laying near-mammals. Though they can convincingly mimic human sexual response, they usually only feel genuine pleasure in the weeks leading up to their three month long heat, which occurs in late summer. Hannya pregnancies are internally fertilized.



Hannya mothers lay a clutch of up to two dozen leathery eggs, each roughly the size of an apple. Amid the black wastes of the Black Else, less than a quarter of nestlings survive their first month, though the infant mortality rate has dropped dramatically among Hannya clans living in the modern world. Nestlings can run within a few hours of their birth, and childhood is short among the humanoids. A Hannya child reaches full growth and adult intellect less than nine years after hatching.

Hannya children survive by scavenging for solid food, and have a mostly herbivorous diet. They absorb trace amounts of empathic and tantric energy through skin to skin contact with their parents, until their full 'lust-feeding' abilities come online during the transition into adulthood. Young Hannya are taught to feed on attractive teenagers, while their parents feed on the child's guardians.

Hannya Racial Traits

Size and Type: Medium Aberration. As Medium creatures, they receive no special bonus or penalties due to their size. A Hannya' base land speed is 30 ft.

As Aberrations, the Hannya are immune to all spells which specifically target humanoids, such as charm person. The Hannya have the shape changer subtype, and are affected by spells and bane weapons that specifically target metamorphs.

Ability Score Modifiers: -2 STR, +2 DEX, +2 CHA. Hannya are graceful and seductive, with a strong core of personal identity shaped by an unbreakable code of honor. Unfortunately, the creatures lack the brute strength of many other races, with anatomies focused on speed and endurance, not raw power.

Racial Skills: Hannya are unnaturally perceptive- their lust-feeding ability is a finely honed form of empathy, which allows the creatures to easily sense the moods and desires of their targets. Hannya receive a +2 racial bonus on Bluff and Sense Motive checks.

Racial Feats: All Hannya receive Gifts of Ecstasy as a racial bonus feat, even if they do not meet the prerequistes. The feat is reprinted below.

Gifts of Ecstasy (General)

You are a skilled and considerate lover, gifted with an almost magical understanding of what brings others pleasure.

Prerequisite: CHA 13+

Benefit: You receive a +4 competence bonus on sexually oriented Diplomacy and Bluff checks, as well as receiving a +4 competence bonus on Profession (prostitute or courtesan) checks.

Enhanced Senses: Hannya have excellent night vision, and receive lowlight vision. Hannya gain a limited version of the scent special quality. They may track a lover by scent for up to 24 hours after a sexual encounter, using a combination of pheromone tracking and predatory empathy.

Lust Feeding (SU): Hannya are empathic vampires, which feed on the emotional and tantric energy released by a sentient creature during a sexual encounter. This roiling, chaotic energy is visible to the Hannya as fine wisps of golden or silver smoke, rising off the bodies of their prey.

Adult Hannya are sustained by lust alone, and have no need to eat or drink, though they can still benefit from consumable magic items, such as potions. A Hannya must have a sexual encounter with a sentient creature possessing an INT score of 5 or greater, at least every three days.

If the Hannya abstains from sex, he or she requires as much food and water as a similarly sized humanoid. Two or more Hannya can engage in a sexual encounter with each other, sharing energy in that manner.

Sensual Lethality (SU): A few moments of love or passion allows the Hannya a supernatural insight into her prey, including that prey's weaknesses. The Hannya receives a +1 racial bonus on all damage rolls made against a lover. This bonus lasts for 24 hours after the sexual encounter, or until the Hannya next sleeps.

Seductive Cocoon (SU): A number of times per day equal to one plus her CON modifier (minimum twice daily), the Hannya can exude a fleshy resin from their spinnarettes, which quickly congeals into a durable, highly lifelike artificial flesh.

The Hannya can assume the form of any humanoid creature of equivalent size; with changes in posture and minor anatomical reconfiguration, the shape shifter can appear to gain or lose up to 20% of her body mass, and may redistribute her mass at will.

The Hannya' skin-cocoon is an excellent disguise, allowing the creature to imitate virtually any other two-legged creature. Surface features, such as facial details, skin tone, age, even apparent gender are all under the Hannya' conscious control. A Hannya can modulate her vocal cords to change her voice; these creatures are skilled mimics.

Though the transformation is a byproduct of an arcane metabolism, the disguise is non-magical. Trueseeing and similar anti-illusions spells cannot pierce the cocoon. The cocoon is a physical transformation; as such the Hannya' clothing and gear are unaffected by her transformation. The seductive cocoon provides the Hannya with a +10 racial bonus on Disguise checks.

A cocoon remains an effective disguise for up to 8 hours, before it begins sloughing off like old skin. A cocoon that is subjected to more than 20 points of damage is ruined.

Conflicted Mind (EX): Hannya grapple with questions of identity: personal, cultural and sexual. Even these consummate shapeshifters and espionage legends require a period of deep mediation, where they come to terms with their true self.

At least once per day, a Hannya must set aside at least an hour to meditate in his or her natural shape. If the Hannya cannot do so, he or she suffers a –1 morale penalty on all skill checks, saving throws and attack rolls until the mediation is preformed. This penalty increases by –1 per day, up to a maximum –5 penalty after five days without the cleansing meditation.

As an outgrowth of their own questions of identity and purpose, Hannya are exceptionally vulnerable to illusions and deceptive magic. The shapeshifters suffer a –1 racial penalty on WILL Saves made to resist spells from the Illusion school.

KIJIMUNAA

Medium Plant

The Kijimunaa are a creatures of a different time, fundamentally out of step with modern Japan. These seductive forest spirits are rarely seen in the modern Earth-realm. The last confirmed sighting of a Kijimunaa adult was during the McArthur years, and even young Kijimunaa are vanishing. The plant spirits die on the Earth plane, willingly and joyously, and awaken to a more comfortable existence in the endless twilight of the Tatakama.

Kijimunaa resemble beautiful nude children clothed only in leaves and coiling, strangling vines. Their features are exaggerated parodies of Japanese facial structure. Though they look outwardly human, they are not. If cut, they bleed fungal spores and lichen. Their hair, including the faint, pre-teen ghosts of pubic hair, are woven from strands of long, soft grass.

The plant like spirits are born as perpetual pre-adolescents, and can remain ageless for centuries. Only when a Kijimunaa starts to doubt itself, or to feel hate or rage or anger does it begin to age, and begin the long, slow climb to true adulthood. Few Kijimunna ever reach adult hood anymore, instead choosing suicide and the Tatakama, where they can retain their innocence. Their deaths are celebrated as a spiritual triumph by other young Kijimunna. After all, there is so much to hate and fear in the modern world.

Kijimunaa Racial Traits

Size and Type: Medium Plant. As a Medium creature, Kijimunna receive no special bonuses or penalties due to their size.

As a Plant, Kijimunaa are immune to sleep, paralysis, stunning, critical hits, and the effects of massive damage. They cannot drown, and do not need to eat, though they need to consume at least twice the water of a similarly sized humanoid per day to avoid dehydration. As sentient creatures Kijimunaa are vulnerable to mind-influencing effects.

A Kijimunaa's base land speed is 30 ft.

Ability Score Modifiers: +2 DEX, -2 INT, +2 CHA. Kijimunaa are graceful as a ballerina, sensual and vivacious, but they are not rational and usually seem simple minded, compared to a modern Japanese woman.

Racial Skills: Kijimunaa can disappear into a forest like a fleeting dream. They receive a +4 racial bonus on Hide and Move Silently checks made in any forest, swamp or jungle terrain.

Racial Feats: Kijimunaa are a natural part of the forest, and can easily guide those they choose through its dangers. The little plants receive Guide as a racial bonus feat.

Enhanced Senses: Kijimunaa can see as clearly at midnight as they can at noon. They receive lowlight vision and darkvision with a 60 ft range.

Ripened (EX): Once per day a Kijimunaa can choose to allow a few of the vines growing across and through her plant body to come to seed, and produce a number of colorful, tasty berries. The Kijimunaa can produce a number of berries equal to her CON score. If a living creature consumes one or more berries, it is sustained as if had ate a complete meal (sized for a Medium creature), and recovers 1 Hit Point. Having her berries plucked is intensely pleasurable for the Kinimunaa, and can be considered a sexual act for the purpose of sex-magic feats.

Racial eaknesses: Kijimunaa are pained by the touch of metal and plastic and other relics of the modern era. A Kijimunaa suffers double the normal armor check penalty when wearing any armor composed wholy or partially of metal or plastic. Even a metal zipper or plastic clasps is enough 'unnatural' substance for her to suffer this penalty.

Monster hunters have discovered that this species wide mystic allergy can prove fatal. A Kijimunaa who is penetrated sexually with any metal or plastic object, even slightly, must succeed at a DC 1 FORT save or immediately fall to - HP and dying. Even if the plant creature succeeds, she takes 6d6 points of damage from the unwelcome intrustion. Kijimunaa are aware of this, and elder plant-creatures choosing a suicidal return to the Tatakama often choose this relatively pleasurable method of death.

LIVING TOYS

Small or Medium seudo Construct

You were not born; but you were created out of an act of love, artistry and well deserved pride. You were carved from wood or plastic or silicone, sculpted from wax, or sewn from exotic bolts of cloth, stuffed and given the spark of magic and the gift of self awareness. You are a Living Toy, a magical construct that wants nothing more than to be fully human. You are a modern day tsukumogami, an artifact spirit of a well loved thing who came alive because of the love invested in it.

Some magical Toys are designed to protect, teach or amuse children, but most are designed with more adult pursuits in mind. No matter the reason for your creation, you are a living work of arcana.

Living Toys resemble the humans they are designed in imitation of, but upon close inspection their stitched seams, button nipples, mold lines, scented latex pussy or flexible ball-joints give them away. With a little care, a Living Toy can easily pass for a human, but in Black Tokyo many never bother to. These Living Toys dress in fanciful lace and cosplay latex, reveling in their own strange beauty.

Size and Type : Depending on whether the Toymaker chooses to build a child sized plaything or an adult scale companion, the Toy may be Small or Medium sized.

A Small Toy has a base land speed of 20 ft, and a Medium sized Toy has a base land speed of 30 ft.

A Small Living Toy receives a +1 size bonus on their Defense score, a +4 size bonus on Hide checks, and suffers a –4 size penalty on grapple checks.

Living Toys built to emulate natural humans conform closely to human height and weight norms. Though as bulky as a human child, many Living Toys are substantially lighter, since they are stuffed with cloth and cotton batting, not bone or viscera.

Ability Score Modifiers: -2 STR, +2 DEX, -2 INT, +4 CHA. As pseudo-constructs, Toys have a CON score. Toys are designed for posability and innocent charm and appeal, but are not as strong or smart as a true human.

Racial Skills: Toys receive a +4 racial bonus on Diplomacy checks made against anyone in the Young Adult age category or younger, as well as a +2 racial bonus on any two Craft, Profession or Perform checks of choice.

Pseudo-Construct Traits (EX): As an artificial life form, Living Toys are immune to several human failings and ailments. Unless otherwise stated Toys are immune to: paralysis, disease, poison, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain, critical hits and stunning.

As a sentient creature, the Toy is vunerable to mind influencing effects, sleep effects and insanity.

Unfortunately, Living Toys cannot heal damage naturally. Damaged Toys may be repaired with the Repair skill. A successful Repair check (DC 10 + the amount of damage suffered) restores 1d10 HP and represents at least an hour of work. A Toy may be magically repaired with any spell designed to repair, construct or rebuild inanimate objects, or may benefit from conventional magical healing. A Toy can also recover 1d4 points of HP for every four hours it spends playing with a child.

However, healing spells and supernatural abilities that cure hit point damage or ability score damage provide only half their normal effect to a Toy.

A Toy does not need to eat, or sleep (in the conventional manner) or breathe. It can still benefit from the effects of consumable magic items and spells. On magically active worlds, a Living Toy magic user must still rest or meditate for hours before preparing it's spells.

A Toy reduced to 0 HP is disabled, just like a living creature. The Toy can only take a single more or standard action each round, but does not risk further injury and does not lose additional HP unless more damage is dealt to it. A Toy dies when reduced to –10 HP.

Stu ng Belly (EX): Living Toys are filled with straw, stu ng, cotton and rags, not true organs. A Living Toy feels no pain when cut or injured, though they are aware of the damage done to their little artificial bodies. The magical constructs are immune to pain effects.

Child Babel (SU): Living Toys have enchanted buttons sewn onto the undersides of their fabric tongues, which allow them to speak all the languages of childhood. A Living Toy may communicate with any creature in who is in the Young Adult age category or younger, who has not yet killed a sentient creature or had a sexual encounter, as if the toy and the child shared a common language.

A Toy's Purpose: Each Toy has a purpose in life, a reason it was constructed. When created, a Toy must select one of the following purposes, which define its character and abilities.

Boy (or Tomboy) Toy (EX): The Toy is designed to accompany a rambunctious young adventurer. The Toy receives a +1 racial bonus on Climb, Jump, Handle Animal, Survival and Tumble checks, and likes nothing better than exploring the wilds with its charge.

Con urer (S): The Toy has been gifted with a natural talent for magic and prestidigitation. The Toy can cast either Mage Hand or Prestiditation at will, as a first level mage.

Childhood rotector (SU): The Toy is designed to protect and inspire a single child, but most dedicate themselves to protecting all children. The Toy can cast light on itself at will, and also radiates a continual bless effect, as cast by a first level acolyte. The bless effect only affects those in the Young Adult age category or younger.

Marionette (EX): The Toy was built with only the finest joints, and is designed for dance, for leaping, and for grace. The Toy's racial bonus to Dexterity is increased to +4.

Mother's Helper (EX): The Toy was created to be a useful companion around the house. The Toy receives an additional +2 racial bonus on its chosen Craft, Profession or Perform skill, as well as a +2 bonus on Repair checks. Any time the Toy takes 10 or 20 on any of these skills, he or she receives an additional +2 bonus, effectively 'taking 12' or 'taking 22'.

atchwork (SU): The Toy is a wonderfully chaotic rag doll made of fabric scraps that have been magically turned into flesh. The Toy can change her coloration at will, and even manipulate the pigments in her body with fine enough control to show cartoons on her tummy. Creating intricate images requires a Craft (visual arts) check. The color shifting Toy receives a +2 racial bonus on Hide checks.

Tutor (EX): The Toy is designed to open young minds and show them the world's wonders. The Toy does not suffer any penalty to its INT score, and may choose any two Knowledge skills. The Toy receives a +2 racial bonus on checks with these skills, which are always considered class skills for the Toy.

Racial Weaknesses: Toys are warded and sewn for obedience and loyalty- to master, to child, to family. As a free action, the Toy's creator, current owner or the child the Toy accompanies can speak a command (as the acolyte spell) or biological impreative (as the Black Tokyo spell)to the Toy that it must obey without hesitation. The Toy receives no saving throw against such basic, soul-stirring commands.

Toys can attempt to resist more involved commands by making a DC 26 WILL Save. Instructions that are obviously self destructive or would dramatically violate the Toy's moral code grant the Living Toy a +4 bonus to resist the command. Once a command is resisted, the Toy does not have to obey that specific order for 24 hours. Toy can attempt a single WILL Save to resist a command per round.

Nikusui

Small Fey

A Nikusui is a razor blade with a candy shell, a guillotine wrapped in a pretty bow, poison that tastes like sugar. The Nikusui are a race of protectors and guardians. Like many Fey, they have a special connection to children, but unlike many Fey, their love for innocence has turned violent and implacable. The Nikusui venture far from their forests in the Tatakama, clothing themselves in immortal bodies that never age and never tire, to slaughter those in the Earth Realm who would hurt mortal children or steal their innocence.

Nikusui kill by seduction and deception, willingly allowing themselves to be abducted and molested and manipulated if suffering these indignities will save one mortal child from the same suffering. They wonder the world as unaccompanied minors, as lost children and seductive little lolitas. Their every word, every move, every gesture is calculated to entice pedophiles to them; they are like deep sea angler fish reeling out a glowing lure.

The Nikusui rarely return to the Tatakama; the perils facing children are far, far greater in the Earth Realm. Their targets are many, and their methods are brutal. Black Tokyo's newspapers carry regular stories of child pornographers found strangled on their own severed cocks, of salarimen out on compensated dates with a high school girl found skinned alive, of rapists burned alive, one square inch of skin at a time. These fearsome, implacable child-hunters are a dark legend among Black Tokyo's most vile.

The fey's methods are too brutal for most allies to tolerate for long, though even Chrysanthemum Seven will use Nikusui infiltrators and assassins when the stakes are high enough. They are staunch allies of the Sisterhood, often acting as decoys so a Sisterhood strike team can help them take down a particularly fearsome predator. Many of Black Tokyo's oni races have placed bounties on Nikusui hides; some elder rape demons are said to offer 10 million yen for a dead Nikusui, or twice that amount for a bound and helpless child-fey to violate.

Nikusui resemble pre and early-teen humans, and do not age. Even a thousand old Nikusui samurai looks as helpless and hairless as an eight year old boy. The fey cultivate this deception carefully, and take great care to make sure their dress, mannerisms and vocabulary matches that of real children. The only hint to a Nikusui's true nature are the elaborate kanji symbols (prayers of protection and vengeance) painted on their back and bellies. Of course, by the time an adult has seen these marks, its usually too late to save them.

Size and Type: As a small Fey, a Nikusui receives a +4 size bonus on Hide checks, and a +1 size bonus to Defense but suffers a -4 size penalty on grapple checks. The Nikusui's lifting and carrying limits are ¾ those of a Medium creature. Despite their size, the swift and nimble Nikusui retain a 30 ft base land speed.

As Fey, the Nikusui are immune to effects which specifically target humanoids, such as Charm Person, but are especially vulnerable to effects and spells that specifically target fey-kind.

Ability Score Modifiers: -2 STR, +2 WIS, +2 CHA. Nikusui are small and child-like and so their small frames limit their strength. However, their willpower and courage dwarfs that of warriors three times their size, and they cultivate a natural charm and lethal likeability, the better to catch pedophiles and predators off guard.

Racial Skills: The Nikusui are naturally deceptive and receive a +4 racial bonus on Bluff and Diplomacy checks, as well as Disguise checks made to pass for a mortal child. The long-lived, highly perceptive fey receive a +2 racial bonus on Sense Motive and Knowledge: behavioral sciences checks, a talent they use to sniff out pedophiles and predators.

Racial Feats: Nikusui concern themselves with murdering pedophiles so they can't hurt other children, but their role as protectors of children means they are often called to comfort and council children harmed by adults. All Nikusui receive Innocence Restored as a racial bonus feat, even if they do not meet the prerequistes. The feat, originally presented in Black Tokyo, is reprinted here for your convenience.

Innocence Restored (General SU)

Through a gentle, loving sexual act, you can wipe away sexual trauma and unwanted memories.

Prerequisites: Tantric Wisdom; Knowledge: behavioral sciences 4 ranks

Benefits: By engaging in a consensual sexual act with a sentient creature, you can wipe away the ill effects, both physical and psychological of an unwanted sexual encounter. As the encounter comes to a climax, the lingering psychological after effects of sexual trauma vanish, restoring your lover to full emotional health, and removing any lingering status effects from the trauma. If your lover is suffering from any sexually transmitted disease (s) or unwanted pregnancy, both vanish.

Demonic pregnancies receive a must succeed at a DC 2☒ FORT save (using the mother's CON modifier and base FORT save) or be abruptly terminated. No lingering biological or forensic effects of the disease or pregnancy can be found. If your lover is suffering from a sexually transmitted disease, you are vulnerable to it normally during the act, but are no longer at risk once the sexual ritual is complete.

Your lover is once again considered a virgin for the purposes of certain spells and feats (such as Gift of innocence). The hymen regenerates in females affected by this feat.

If your lover possesses any feats or class abilities directly related to sexual knowledge or sexuality, they lose access to those abilities for a number of days equal to your WIS modifier.

Enhanced Senses: Nikusui have keen eyes, and gain lowlight vision. A Nikusui can automatically sense the presence of any creature within 30 ft who has ever had a sexual encounter with any humanoid who was in the Child age category or younger at the time of the act. Such creatures are marked with a flickering yellow and brown aura, which resembles the spiked crab's carapace when viewed by the perceptive, vengeful Nikusui.

Child's Vengeance (EX): A Nikusui's absolute hatred of those who would harm and abuse children makes them exceptionally deadly enemies. When attacking a pedophile unarmed or with any light, one handed slashing or piercing weapon, the Nikusui may use her CHA modifier in place of her STR modifier as a modifier to attack and damage rolls.

Racial Weaknesses: Nikusui are driven to rage and distraction by the presence of pedophiles. Anytime the Nikusui is within 30 ft of any creature perceptible to its enhanced senses as a pedophile, the fey suffers a -2 morale penalty on attack and damage rolls if the Nikusui attacks another target or engages in non-combat actions while within the pedophiles presence. This penalty vanishes when the Nikusui is actively engaged in combat with the pedophile or a known ally.

SHIRIME

Medium Humanoid

The Shirime are a race of almost human demons, infamous for their disrespectful and sarcastic natures, but renowned for unconventional wisdom and great skill at medicine. The Shirime are said to kin to the Dodoma (a race of many eyed thieves described in Black Tokyo), and like the Dodoma, the Shirime claim they were an earlier draft of the human form.

The Shirime are said to have been exiled from heaven for their impudence and braggadocio, and today, even the most kind-hearted and wise Shirime takes great pleasure in blasphemy. They love making mortals reconsider and question their faith. They despise samurai and take great pleasure in humbling the arrogant warriors; Shirime in the modern world consider cops just another breed of samurai, no more worthy of respect than their shogunate ancestors.

The Shirime have no respect for any law or ideal whose value can't be immediately proven. They are cheerful iconoclasts, who take great pleasure in antagonizing the wealthy and powerful on behalf of the powerless. These humanoids champion the 'little guy', not necessarily because it's the right thing to do, but for the sheer joy of bucking tradition and forcing the wealthy and powerful to justify their actions. They enjoy nothing more than overturning an unjust law or unfair tradition, and watching something better being built in its place. For a Shirime, their sarcasm and impudence isn't just meaningless rudeness, it's a means to an end, and a way to make both the Earth Realm and the Tatakama a better and more just place.

A Shirime outwardly resembles a human being, though their internal organs are much different than their human cousins. Their skins have a yellowish-gray cast, and their eyes are large and bulge from their skulls ever so slightly; they are not attractive individuals, though they can be incredibly charismatic despite of their frog-like faces.

A Shirime's true nature is hidden beneath their flesh. They have a hundred or more eyes, on every part of their inner being. Their lungs, viscera, heart and bowels are covered in slowly blinking eyes; a female Shirime's vagina is lined with soft eyes, as is the anus of both genders. A single unblinking eye protrudes slightly from their anus, like a strange tail. A male Shirime's penis ends in a single, lidless eye.

Size and Type: As a medium humanoid, the Shirime receives no special bonus or penalties due to his size. A Shirime's base land speed is 30 ft.

Ability Score Modifiers: +2 INT, +2 WIS, -2 CHA. Shirime are quick-witted and have the wisdom of a monk, but their dispositions are brash and abrasive. They make good advisors, but poor leaders.

Racial Skills: Mortals still seek out Shirime surgeons to treat otherwise incurable diseases. The yakoi's internal gaze gives them an amazing insight to the functioning of the body, and they are skilled healers, surgeons and acupuncturists. Shirime receive a +4 racial bonus on Treat Injury and Knowledge: earth life science checks.

Racial Feats: All Shirime receive a modified form of Truth of the Body, thanks to their internal eyes and keen-eyed genitals. A male or female Shirime must have vaginal or anal intercourse with a male subject, while a male Shirime may choose to have vaginal or anal intercourse via its eye-penis to activate this feat. Among the Shirime, most males are bi-sexual, because it affords them the widest possible insight to their partners, while lesbianism is virtually unknown.

Truth of the Body (General SU)
Men and women may lie to each other, but they share an honesty beyond words during the act of love. You can taste the flavor of truth in a lover's intimate secretions.
Prerequisites: Sense Motive 4 ranks
Benefit: By bringing any sentient creature to orgasm and sampling their sexual secretions, you gain insight into your lover's personality and motivations. You learn your lover's primary allegiance, if the creature has an allegiance to any ethos (like law, good, evil or chaos), the creatures sexual preference, if any, and if the creature has lied to anyone within the previous 24 hours.
You receive a +4 insight bonus on all Sense Motive checks made against your lover for 24 hours after the sexual encounter.
Except when dealing with the most virulent forms of disease, the amount of sexual fluid ingested is too small to transmit disease.

Logical and Strident Arguments (EX): When arguing questions of theology or government policy, Shirime may use their INT or WIS modifier, rather than their CHA modifier on related Diplomacy checks. Though brash and usually peppered with enough profanity to make a whore blush, a Shirime's logical arguments can't be denied.

Racial Weaknesses: Shirime spurn wealth and materialism. If a Shirime's wealth bonus rises beyond +, they suffer a -1 morale penalty on all attack rolls, skill checks and saving throws for each point above eight it increases (maximum -5 penalty, at Wealth Bonus +13). Thus, a Shirime with a total wealth bonus of +10 would suffer a -2 morale penalty on attack rolls, skill checks and saving throws.

Shirime are even more arrogant and strident when dealing with the upper classes, and suffer a -2 morale penalty on all Diplomacy checks made against any character with a total Wealth Bonus of +10 or higher.

Spider Souled
Medium Monstrous Humanoid

Spiders kill with exacting ritual and unfailing politeness, inquiring of their prey about the comfort of their webs even as they devour them. Spiders carry the wisdom of ancient trickster gods and the patient, murderous confidence of Earth's oldest and most successful hunters with them. In Black Tokyo, where abused and broken women can 'swallow the spiders eggs' and become a Death Womb Seductress, spiders are a race with primal ties the cold and sociopathic darkness of the Black Else.

The Black Else offers its spiders to many humans, not just the enraged women who have chosen to become Death Womb Seductresses. Spider Souled humans accepted the spider into their mouth while still a child, not assuming the unholy mantle out of a desire for revenge or justice, but becoming one with the darkness because they enjoy killing. Spider Souled men and women are murderers and assassins, human-shaped monsters with an artist's appreciation for death and for all the myriad and fascinating ways humans can die.

Spider Souled creatures begin their lives as ordinary humans, but at some point before their tenth birthday, they awaken from a dream of spiders transformed. Few outward signs mark their transformation, but from that moment on, they are a creature of two worlds. As they grow, Spider Souled are drawn to professions where they can hunt, kill and stalk. They often gravitate towards crime or the military, but the less adventurous among them are drawn to callings where they can interact with their prey for hours, or days, before death.

Spider Souled humans are a secret part of modern urban life, and can be found in every city around the globe. Some work as homicide detectives and pathologists, others serve in hospitals or hospices, secretly acting as a medical angel of death. Those that can often find themselves working in prisons or asylums, and an assignment to a prison's death row is a plum beyond compare for these outer-worldly humanoids.

Spider Souled humans resemble their mortal counterparts closely. A Spider Souled's teeth are smaller and a bit sharper than normal, and their eyes are small and deep set, but nothing dramatically outside of human norms. The only major differences between the two races are the short, bristly black hairs which grow from a Spider Soul's elbows and knees, and the subtle growth of spinnarettes at their wrists and around their genitals. Female Spider Souled are marked by a crimson hour glass shape, like a black widow's distinctive mark, which can be found just inches above her vulva.

Size and Type: As Medium Monstrous Humanoids, Spider Souled have no special bonuses or penalties due to their size. A Spider Souled's base landspeed is 30 ft, and the creatures also possess a 30 ft Climb speed. They receive +12 racial bonus on Climb checks, and may always take 10 or 20 on a Climb check, even when threatened.

As a Monstrous Humanoid, Spider Souled are immune to any spell or effects which specifically targets humanoids, such as Charm Person. However, they are vulnerable to any effect which specifically targets spider-like ☒ermin.

Ability Score Modifiers: None. Spider Souled Humans are every bit as diverse as mortal humans.

Racial Skills: Spider Souled receive a +12 racial bonus on Climb checks, and on any Hide or Move Silently check made while climbing. Spider Souled receive a +2 racial bonus on Sense Motive and Diplomacy checks made in areas of shadowy or worse illumination.

Enhanced Senses: Spider Souled Humans receive lowlight vision and possess the scent special quality. Exceptional Spider Souled humans can use the Track feat to track prey by scent.

Spinnarettes (EX): A number of times per day equal to one plus her CON modifier (minimum twice daily), the Spider Soul human can extrude highly adhesive hunting webs. The Spider Souled can cast Web as an extraordinary ability, as a mage of her total character level.

Normally, a Spider Soul only hunts with his or her wrist spinnarettes. If the Spider Souled can bring her genital spinnarettes into play, the webbing is much denser and harder to escape from. If the Spider Souled uses both wrist and genital spinnarettes, all saving throws DCs associated with the web effect are increased by +2.

To☒ic ☒iss (EX): A Spider Souled human naturally secretes a mild neurotoxin in their saliva and sexual fluids. Any creature kissing or engaging in a sexual act with a Spider Souled human risks succumbing to a contact poison, with a DC equal to 12 + the Spider Soul's CON modifier. Initial damage is 1d4 WIS; secondary damage is unconsciousness for 10-12 minutes. The Spider Souled often use this ability to incapacitate and bind their prey. ☒ictims succumb to a pleasant, morphine like haze.

Racial Weaknesses: The Spider Souled believe it is unforgivably rude to kill a creature without a prolonged 'courtship' and they prefer getting to know their prey before committing murder. If the Spider Souled has not spent at least one hour studying or researching a target, or at least 15 minutes in conversation with that target, the Spider Soul suffers a -1 morale penalty on attack and damage rolls made against that creature.

Spider Souled creatures are compelled by the black ichors running through their veins to murder their lovers. If a Spider Souled begins a romance with any sentient humanoid, he or she must either end the relationship or murder the lover before 6 calendar months elapse. If the Spider Souled fails to do either, the demon-tainted creature suffers 1 point of permanent INT and CHA drain. This damage recurs each month until the relationship ends, one way or another.

UBUME

Medium Undead

The Ubume are defined by their guilt and by their longing, by their hope and their tragedy. The Ubume have chosen to become undead, and to exist in a body of cool gray flesh, rather than to return to the Karmic wheel as the penance for a crime they themselves have imposed. Ubume are the restless, transfigured sprits of women who died in childbirth, whose children died in the womb and never tasted the air. Their sin, as the Ubume themselves see it, is that their mortal bodies were too weak or sickly to bring their child into the world. Rejecting heaven and the comforting amnesia of reincarnation, the Ubume wander the world, the sleeping soul of their dead child wrapped tightly in their arms, in the hopes of giving their child a chance at life, however meager.

In the modern world, Ubume are becoming much rarer, as medical technology improves, though they remain a sadly common affair in foreign nations and among the poor of many otherwise prosperous countries. Ubume are endemic to Africa and the slums of India, and have arisen, in great numbers among America's worst, most crime-ridden slums. In Black Tokyo, the relative scarcity of these mournful undead is yet another source of pain. In earlier centuries, new Ubume are welcomed into the company of their kind by their elder sisters within moments of their mortal death. Today, most Ubume are left to find the limits and purpose of their undead state on their own, and lack even the marginal comfort of the Ubume clan structure.

Some Ubume arise from the dead only minutes after their death, and the death of their child, on the operating table. Others, particularly the American breed of Ubume, awaken as undead after an entire life filled with mourning. Filled with guilt over an abortion or miscarriage years, maybe even decades before, these grief-stricken Ubume can never forgive themselves, and for many, hardline Christianity provides no comfort. When these women finally perish, their guilt, and the half-formed soul of their child, is waiting for them in the after life. Their long delayed sojourn as undead begins.

Ubume resemble the human women they were in life, but their spiritual pain has warped and twisted their bodies. Their skins are cool and gray, and their bodies are slick with a cold, clammy ichor. Their hair hangs in matted clumps, slick with their death-ooze and stinking of dried blood. They carry the inert, sleeping soul of their child with them; sometimes, the undead appears to carry her child in her arms, a heavy burden wrapped in tattered, blood splattered cloth and spider webs. At other times, her child-soul merges with her own undead flesh, entering her dead womb and making the undead creature appear vastly pregnant. Her unbreathing child's umbilical cord trails between the Ubume's legs, connecting dead mother to dead baby in a perversely natural way.

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Size and Type: As a Medium undead, the Ubume receives no special bonuses or penalties due to her size. Her base land speed is 20 ft; she moves with the uncomfortable walk of an eight month pregnant woman, even when her child is carried in her arms.

As an undead creature, the Ubume has an entire host of unique defenses and weaknesses.

Ability Score Modifiers: +2 STR, -2 DEX, -2 CHA. As an undead, an Ubume has no CON score. The burden the undead mother carries has strengthened her rotting form, but her endless pregnancy has made her graceless, and her tragedy makes it di cult for her to interact meaningfully with others.

Racial Skills: As an incarnation of thwarted motherhood itself, Ubume are surprisingly kind and caring to mortal children, and their presence doesn't terrify or unnerve young children the way it does adults. The Ubume receive a +4 racial bonus on Diplomacy checks made against any creature in the Young Adult age category or younger, as well as Diplomacy checks made against child-undead such as Jinzu or Ohaguro.

NPC Ohaguro and Jinzu (as well as other child undead) have an initial attitude of indifferent to the Ubume, and will not attack the ghostly-mother unless commanded to or attacking in self-defense.

Enhanced Senses: Ubume can see clearly even during the blackest night, and have darkvision with a 60 ft range.

Burdened □ omb (SU): The Ubume always carries her unborn child's spirit with her, in the form of a baby's corpse, half buried under a layer of sticky, blood soaked leaves and detritus, and swaddled in rags and spiderwebs. She must either carry it in her arms, leaving only one of her hands free, or absorb the spirit child into her womb as a full round action. The Ubume cannot normally set the child-ghost aside, and its weight only seems to increase as the Ubume's undead existence continues.

□ ust of Guilt (SU): Once per day, an Ubume can stroke and caress her dead child. A low wind, blowing from the Tatakama to the Earth Realm; dust and leaves from the spirit child's body billows into the air like a tornado.

All creatures within 30 ft of the Ubume must succeed at a WILL Save (DC 12 + the Ubume's WIS modifier) or become overcome by a nameless grief. Those who fail their saves become shaken for as long as the Ubume remains within 30 ft and for 1d6 rounds after. Women suffer a -2 penalty on their WILL Save, as the Ubume's grief is uniquely feminine. Any creature who has ever lost a child, suffered a miscarriage, undergone an abortion or experienced any similar tragedy is rendered cowering for the duration of the effect on a failed save. If the creature saves successfully, they are merely shaken for the duration.

Choice of Rebirth (SU): An Ubume's greatest desire is to lay down the burden of her ghost-child, and to give the child a chance at mortal life. All Ubume instinctively know a ritual which will return their child to life, but it may take decades of unlife before a Ubume is ready to perform this strange ceremony.

The Ubume must give willingly give her burden-child to a living sentient female, who must willingly undertake the ritual, and know the consequences of failure. This female must have at least one allegiance towards good, towards a good aligned faith or cause, or towards the protection of children. The living woman must hold the dead child in her arms and succeed at three STR checks (DC 10, DC 13, DC 16) as the corpse child becomes progressively heavier. Only other women can attempt aid another checks to aid the mortal woman.

If all three checks are successful, the dead infant in the woman's arms opens its eyes and returns to life as a mortal new born. If the mortal woman fails any of the three checks, she dies herself, and may not be raised or resurrected by mortal means. The Ubume cannot attempt the ritual again for a year after a failure.

Once the ritual is complete, the Ubume returns to life, becoming the woman she once was again. She loses all Ubume racial traits and returns to life as a human woman, though she retains all skills, feats and class abilities.

THE CHASTE ADVANCED CLASS

"The agony lasts only a moment, and then there is power."

The Chaste Sisterhood is a warrior society older than Christianity by two millennium; the first Chaste Sister spoke her oath and made her bloody sacrifice in a snow-shrouded Chinese monastery at the roof of the world. In the olden days, the Chaste served the Imperial Court, protecting the first Sovereign Emperor as he slept, riding into battle at the forefront of the army to unite the young and proud Middle Kingdom. The order claims its descent from the supposedly executed, Yang Kwei Fei, mistress and advisor to the first Sovereign Emperor, who was sentenced to mutilation, not death, and who eventually found power in her mutilation.

To appease his court, the First Sovereign Emperor ordered his mistress' sex ruined, so that she could never again lay with the Emperor, nor with any other man. Yang Kwei Fei screamed until her voice broke as the Imperial surgeons cut away her clitoris and sewed her labia together with golden thread. When it was done, her hair had gone white. Her execution as recorded in the legends would probably have been a gentler fate.

Shamed and scarred, she exiled herself from the court, exactly as her enemies hoped. But instead of dying out in the wilds, she healed. Within days, her scars had scabbed over, and she grew strong again. Soon, she was stronger than she had ever been before, stronger than any woman she knew. Yang Kwei Fei had reached enlightenment through suffering, the most profound agony any woman could ever endure. She retreated to the mountains, meditating on this and within a generation, she had welcomed the first seekers to her order.

As the ages wore down, and the idea of China expanded, the Chaste Sisters rode with it. They landed on Japanese soil, waging war and brining trade, and in time, they became as much a part of Japan as they were of China.

The Chaste Sisterhood endures today, still offering the same ancient path to power through pain. Following the strictures laid down by Yang Kwei Fei, the Chaste protect women, both from supernatural predators and from the mortal men who would use and discard them.

Today, their monasteries are found in the cities and in the country, and their teachings are hidden in plain sight, because the need for the Chaste is greater than ever before. Mountain top temples have given way to penthouse dojos and skyscrapers, and more women have been allowed to hear the order's call, though only the strongest and most indomitable ever take their vows, shed their blood. The Chaste Sisterhood still exists today. They simply call it the Sisterhood, these days. The Chaste are the best and most committed of the Sisterhood, the guiding force behind the movement, and the protectors of all women.

Joining the Chaste is not an easy thing. The agony burns like fire, and few women would willingly ever endure such, no matter the desperation or the promised reward.

But the agony lasts only a moment, and then there is power.

The Chaste in the Campaign

Oni and yakaoi and other horrors sometimes go walking in human form, lost in Tokyo's teeming millions. And when they do, sometimes they feel an uncomfortable chill creep up their inhuman spines, a chill they can't explain. The monster many not know it, but they just passed a Chaste in the crowd. Chaste hide their true natures behind ordinary clothes, only revealing themselves when the threat is clear, and when its time for them to kill.

The school teacher or secretary riding the J-line late at night might bear the scars of a Chaste between her legs. To the rapists and predators of Black Tokyo, the myth of the Chaste- the fearsome shadow these invincible female soldiers cast- is almost a greater threat then the women themselves. The Chaste cultivate their anonymity, spurning the exotic tattoos and strange dress of other martial orders; a Chaste's brand is kept well concealed.

By looking like any ordinary woman, the Chaste teach the predators of Black Tokyo to fear all women. Many rapists, both mortal and oni, have aborted an assault simply because their intended prey did something that made them think she might (just might...maybe...) be Chaste, and that second of fear was enough to turn them away.

Like Devil Heart Hunters, the Chaste are incredible warriors, whose abilities allow them to battle demons as equals. Unlike Devil Heart Hunters and the other demon-slayers of Black Tokyo, the Chaste prefer stealth and invisibility to intimidation and flash. Invisibility is their stock in trade, and a major part of their strategy. The Chaste rarely hire on with the Tokyo police force, or with organizations like Chrysanthemum Seven directly, but often work informally with these groups. Chaste often volunteer as decoys for sting-operations.

ro le of a Chaste

Chaste are superhumanly gifted martial artists, among the best in the Earth Realm. Elder Chaste can stand barehanded against a demon and survive, and even young neophytes to the order can dance between raindrops or punch through concrete. The Chaste's impressive monastic talents are designed to cripple demons, to lock them into weak mortal forms so they are more easily dispatched. She is a ghost hunter and monster-slayer without equal. The only calling card a Chaste ever leaves is the body of her defeated enemies.

The fastest path into the Chaste Advanced Class is through the Strong Hero Basic Class, though other paths are possible. Many Chaste have at least one level of Martial Artist, and a few take Mage or other spellcasting levels, the better to meet the classes stringent mental requirements.

Requirements:

To qualify to become a Chaste, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge: arcane lore 4 ranks, Knowledge: theology philosophy 2 ranks, Jump 4 ranks, Speak Read Mandarin Chinese

Feats: Unchanging Hand Technique (originally presented in Black Tokyo, reprinted at the end of the class description for your convenience), Combat Martial Arts, Iron Will, Low Profile

Gender: Female only. Only females are allowed to study at Chaste Sisterhood dojos, and only a woman can voluntarily undergo the agonizing circumcision and cliterectomy that binds her to the Sisterhood, and which awakens her true powers.

Special: The Chaste must voluntarily undergo a grueling period of fasting and meditation, lasting nearly a month. At the end of this period of silent deprivation, she lays down on a specially prepared order, and allows a senior sister of the Order to excise her clitoris and mutilate her vagina beyond repair. This ceremony completely destroys the Chaste's ability to derive pleasure from intercourse, or to bear children safely.

Class Information

The following information pertains to the Chaste advanced class.

Hit ie

The Chaste gains d10 hit points per level. The character's Constitution modifier applies. Chaste warriors are physical paragons, and their purity and discipline has transformed them into iron soldiers.

Action oints

The Chaste gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills

The Chaste's class skills are as follows.

Balance (DEX), Bluff (CHA), Climb (STR), Disguise (CHA), Escape Artist (DEX), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (arcane lore, current events, history, theology philosophy) (INT), Listen (WIS), Move Silently (DEX), Read Write Language, Speak Language, Spot (WIS), Tumble (DEX)

Skill Points at Each Level: 4+ INT Modifier.

The Chaste

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+1	+2	Unchanging Hand Mastery, No Lesser Agony, Living Weapon 1d6	+1	+0
2	+2	+3	+2	+3	Decoy Deception, Iron Root Stance	+2	+0
3	+3	+3	+2	+3	Bonus Feat	+2	+0
4	+4	+4	+2	+4	Eyrines Ironfist	+3	+0
5	+5	+4	+3	+4	All Women Everywhere, Living Weapon 1d8	+4	+1
6	+6	+5	+3	+5	Bonus Feat	+4	+1
7	+7	+5	+4	+5	Ironclad Soul x1/day	+5	+1
8	+8	+6	+4	+6	Teaching Demons About Fear	+6	+2
9	+9	+6	+4	+6	Bonus Feat	+6	+2
10	+10	+7	+5	+7	Ironclad Soul x3/day, Living Weapon 1d10	+3	+4

There are 10 levels to this class

Bonus Feats: At 3rd, 6th and 9th level, the Chaste receives a bonus feat, which must be chosen from the following list.

Advanced Combat Martial Arts, Armor Proficiency (any), Archaic Weapons Proficiency, Blind Fight, Bones of Paper, Clobber, Cloudwalk Leap, Diamond Fist Technique, Hundred Hand Defense, Hundred Hand Deflection, Iron Horseman Stance, Improved Damage Threshold, Improved Disarm, Improved Trip, Kotadoma Technique, Krav Maga, Maschocistic Willpower, One Inch Punch, Omni-Dexterity, Power Attack, Run, Super Heavyweight, Za-Zen Meditation

Bold feats presented in the Black Tokyo Campaign Setting
Italicized feats presented in Covert Ops Feats II, (LPJ Designs), also written by the author.

Unchanging Hand Mastery (SU): Even young Chaste are gifted martial artists, schooled in a proud and purposeful ancient tradition. At first level, a Chaste's mastery of pure kung fu is such that her already impressive Unchanging Hand Technique is improved.

At first level, the effect of the Chaste's Unchanging hand technique is activated any time she beats an opponent's Defense score by 3 or more points. A first level Chaste may choose to activate the feat's effect once per day at first level, without requiring the expenditure of an action point. She must declare the use of this ability after a successful melee attack, but before damage is determined.

No Lesser Agony (EX): The scars and iron and gold chains crisscrossing her tattered sex have inured the Chaste to all lesser forms of pain. A first level Chaste becomes immune to all pain based effects, including magical and psionic effects which cause pain, as well as becoming immune to fear. A Chaste cannot be affected by any harmful sexual feat or ability, such as Black Fatherhood, and is only affected by harmless or beneficial sexual effects if she wishes to be.

Living Weapon (EX): Like the the Martial Artist, a Chaste attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Chaste may even make unarmed strikes when her hands are full, and there is no such thing as an off-hand attack for a Chaste striking unarmed.

The Chaste also deals more damage with unarmed strikes. At 1st level, the martial artist deals 1d6 points of damage with an unarmed strike. At 5th level, damage increases to 1d8. At 10th level, it increases to 1d10.

Decoy Deception (EX): Chaste are stealthy urban warriors, who fake helplessness to draw in prey. Starting at 2nd level, the Chaste adds one half her class level (rounded down), as a bonus on Bluff and Disguise checks made in an attempt to blend into the crowd or pass for a weak, helpless victim. The Chaste also adds this bonus on Bluff checks made to feint in combat; she has mastered a swaying, indirect and fluid style.

Iron Root Stance (EX): A Chaste's will is so unbreakable she can root herself to the Earth. Even the mightest warriors and the most hulking oni-spawn can't move a Chaste if she doesn't wish to be moved. A 2nd level Chaste receives a +4 insight bonus on all checks made to resist being tripped, bull-rushed or overran in any round in which she does not move farther than a five foot step. She receives a +4 insight bonus on Grapple checks in any round she does not move farther than a five foot step.

Eyrines Ironfist (SU): A Chaste practices a lethal combat style which forms the inspiration for the later-day Sisterhood's iconic 5.6mm Eyrines submachine guns. She practices precise katas, handed down from Sister to Sister for millennia, which were first imagined by Yang Kwei Fei herself, and were first used to take the Sovereign Emperor's corrupted heart and avenge her own deformity.

A Chaste's unarmed strikes are considered both silver and holy weapons for the purpose of overcoming damage reduction, starting at 4th level.

Action Enhancement: By spending an action point, the Chaste can imbue her unarmed strikes with the Eyrines Strike ability. When attacking any creature who has ever raped a sentient creature, of any species, the Chaste receives a cumulative +1 bonus on attack and damage rolls for each rape the target has ever committed. There is no maximum limit to the bonus that can be accrued in this manner, making the Eyrines Strike ability ideal for battling elder demon lords and human predators. This enhancement lasts until the end of the encounter.

All Women Everywhere (SU): At 5th level, the Chaste has mastered the ability to alter her form and disguise her true nature, all the better to lure unsuspecting prey. At will, the Chaste can use Change Self, as a mage of her Chaste class level. She may only use this ability to imitate humanoid female creatures.

Teaching Demons About Fear (SU): Normally, humans are prey, helpless and afraid of the horrific things that lurk on shadowed subway platforms. The Chaste is one of the few forces on the planet capable of causing elder oni to recoil in terror.

All undead and outsiders, including mindless creatures within 60 ft of an 8th level Chaste who can clearly hear and see the warrior woman feel a stirring of terror within their shriveled, black bowels. These creatures are considered shaken (suffering a -2 penalty on attack rolls, saves and skill checks) while they are within the Chaste's presence. This ability affects even creatures otherwise immune to fear effects.

A shaken undead is treated as having two fewer HD (minimum HD 0) for the purpose of determining how they are affected by a cleric's or acolyte's turning check.

Ironclad Soul (SU): Beginning at 8th level, the Chaste can focus her ki, her flesh and blood form into living metal. When she activates this fantastical ability, the iron chains that bind her vulva seem to unravel, and spill liquid metal across her skin. Once transformed, she resembles an ancient and weathered iron statue of a female warrior in full samurai armor.

Transforming herself into iron is a full round action, which provokes attacks of opportunity. The Chaste can will the transformation once per day at 8th level, three times per day at 10th level. While transformed, the Chaste becomes completely immune to mind influencing effects, critical hits, subdual damage, stunning and ability score drain and damage. She does not need to breathe and is immune to vacuum and hard radiation while in her iron-soul form.

While transformed, the Ironclad Chaste receives a +6 enhancement bonus to her STR score, and she gains a +10 natural armor bonus to Defense. However, her maximum DEX bonus to defense is reduced to +2, and her base land speed is reduced by -10 ft, as if she were heavily armored. The earth seems to shake slightly with every step she takes, and she suffers a -6 penalty on Move Silently and Hide checks in this form. A Chaste may maintain her Ironclad form for a number of rounds equal to her CON score per activation (minimum 10 rounds—one minute duration).

Action Enhancement: By spending an action point when beginning her transformation, the Chaste vastly increases the density and durability of her ki-focused armor. Each action point spent provides the Ironclad Chaste with Damage Reduction 10/-, which stacks with DR from other sources, such as feats and Tough Hero class levels. Each action point expended in this manner 'resets' the transformation to the first round of effect, enabling the Ironclad Chaste to vastly improve the amount of time she spends transformed. The Ironclad Chaste may expend a single action point per round to enhance and extend her Ironclad Soul transformation.

The Unchanging Hand Technique feat is required for membership in the Chaste Advanced Class. It is reprinted below.

Unchanging Hand Technique (General SU)
The alleys of Black Tokyo are crowded with demonic shape shifters and rapacious were-creatures, and you have developed a martial arts style that nullifies their demonic disguises and morphic combat talents.

Prerequisites: Knowledge: arcane lore 4 ranks, Combat Martial Arts, Improved Combat Martial Arts, Iron Will

Benefit: Your kung fu is so powerful that any time you beat an opponent's Defense score by 5 points or more with an unarmed strike, you lock your shape shifting adversary into its current form. Any creature with the shape shifter subtype or a class ability or feat that functions based on a physical transformation may be affected by this feat.

Once struck, the shape shifter is locked into his current form for 2d4 rounds, and is considered shaken. If the struck creature is currently in a form that can only be maintained for a set duration, it immediately reverts to his true form, and is considered fatigued.

You may spend an action point to activate this feat on any successful unarmed strike.

THE HANGING MAIDEN ADVANCED CLASS

The Hanging Academy is a half-world place, which casts an eerie shadow on the Earth Realm from its true home deep within the Tatakama. The Hanging Academy is an urban legend, something whose existence has been whispered among generation of Japanese school girls. Few of Tokyo's girls ever believe the tales, and even among those who do, most recoil in horror from the very idea of The Hanging Academy. A few though piece enough of the truth together to step through a torri and into the Tatakama's endless, purple twilight. These girls die at the end of a silken noose, and they die smiling as best they can beneath the pain and pressure of the noose.

The Hanging Academy is a massive school located somewhere deep within the chilly, twilight forests of the Tatakama. It is a serene and ancient place, built in the elegant style of feudal Japan, and it is home to hundreds of students, both living and unliving, at any given time. The school is built around a single mammoth tree, larger than any plant in either realm, and possibly older than the Earth itself. Its gnarled branches reach high into the Tatakama's skies, and this tree is so massive it can be seen from across half the world. The moon seems to hang within its infinite limbs. Lower down the trunk, a thousand nooses sway gently in the Tatakama's evening breezes, some empty and waiting, and others holding the mortal remains of the Academy's students.

The Hanging Academy opens its doors to the most beautiful girls in the Earth realm and from across the Tatakama, and only is accessible to mortals on chilly autumn days, when the membrane between the two worlds is at its weakest.

According to the school's kimonoed Rukurokubi matrons, the Hanging Academy has always existed in the Tatakama, and the school and the great tree it is built around are a constant of the universe. The first students were Rukurokubi undead, the first class commencing more than a thousand years ago, and the academy and the great tree were already ancient and waiting when they arrived.

Rumors of the academy spread like wildfire through Japanese high schools and cram schools, attracting the desperate and the hopeless to the final embrace of the noose. Non-conformists, outcasts, anorexic girls and rape victims, weak and belittled femininity in all its varied forms, they are all drawn to the Hanging Academy. Like the militant kung fu of the Chaste, the Hanging Academy offers young women a way out of their pain through a masochistic denial of the body. The only difference is degree: the Chaste willingly give up their sexuality, while the dying girls of the Hanging Academy give up their mortal shells and earthly breath.

The best of the Academy's students rise again as undead, their souls so profoundly changed by their death on the Tree that they are cast out of the cycle of rebirth. Many newborn Rukurokubi are found at the Academy, where they are taught the secrets of their un-life by their elder sisters. Necromancers and Sacred Pleasurers, undead of all breeds, and some of the strangest and most disturbing beings in all the realms come to study at the roots of the Tree, while elder oni-spawn and the noble caste of the Black Else come to watch young girls die artfully. Ancient bonds of peace ensure that no blood is spilled on the Academy's grounds; the only deaths allowed in this strange place are bloodless ones.

□ro□le of a Hanging Maiden

Those who find the Academy are treated with surprising kindness by the undead matrons and teachers. For weeks, they are trained and taught the lessons of the academy; the majority of these lessons consist of exercises designed for one purpose, to make the student's eventual death on the noose, before a lustful audience of oni and undead and Tatakama-spawn, as perfect and artistically arousing as possible.

However, the Hanging Academy teaches its students other things: its dying maidens learn the secrets of the Great Tree, Ygrassdyl of Many Worlds, the axis upon which the universe turns. They learn that their death in the noose is a shortcut through the endless cycles of reincarnation and karma, a way to a purer world, and a necessary sacrifice to the Tree itself.

The Hanging Maiden in the Campaign

Some of the Academy's students become oracles of a sort, who choke out cosmic truths with their final breath, and whose deaths bring enlightenment to those who view it. For a few weeks before their suicide, the students of the Hanging Academy are happy and content, and having never experienced that feeling, their final, suffocating moments are a small price to pay.

Most of the Hanging Academy's students die only once, joyously. A lucky few become truly immortal, and die a thousand times, in a thousand ways, their deaths empowering and enlightening both them, and their allies. Hanging Maidens are oracles and adventurers, who have no feat of death, and enjoy the orgasmic final thrill of dying in battle with the Black Else's monstrosities....over and over and over again.

Requirements:
To qualify to become a Hanging Maiden, a character must fulfill the following criteria.

Base Attack Bonus:
Skills: Concentration 4 ranks, Knowledge (theology philosophy) 6 ranks, Perform (dance) 1 rank
Feats: Iron Will, Reincarnate
Special: A character must be accepted into the Hanging Academy, spending months learning the secrets of the World Tree and perfecting her death dance. Before taking a level in this class, the character must commit suicide before an audience at the Academy, and return to life as an undead being. Only mortal humanoids, monstrous humanoids, giants, dragons and outsiders may become Hanging Maidens.
Special: Only females are allowed to study at the Academy.

Class Information
The following information pertains to the Hanging Maiden advanced class.

Hit ie
Hanging Maidens die on the great tree Ygrassydl and awaken moments later as something immortal and lifeless, but incredibly beautiful. Like all undead, the Hanging Maiden gains d12 hit points per level. As undead creatures, Maidens have no CON score, and do not receive bonus HP based on their CON modifiers. Multiclass Maidens who choose to improve another character class when leveling up receive the chosen class' Hit Die.

Upon taking a level in Maiden, the character is transformed into an undead creature. Pre-existing bonus HP is not lost, nor do preexisting HD change to d12.

Action oints
The Hanging Maiden gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills
The Hanging Maiden's class skills are as follows.
Balance (DEX), Concentration (CON), Climb (STR), Craft (visual art, writing) (INT), Diplomacy (CHA), Handle Animal (CHA), Knowledge (arcane lore, art, history, theology philosophy) (INT), Listen (WIS), Perform (dance, sing) (CHA), Read Write Language, Sense Motive (WIS), Speak Language

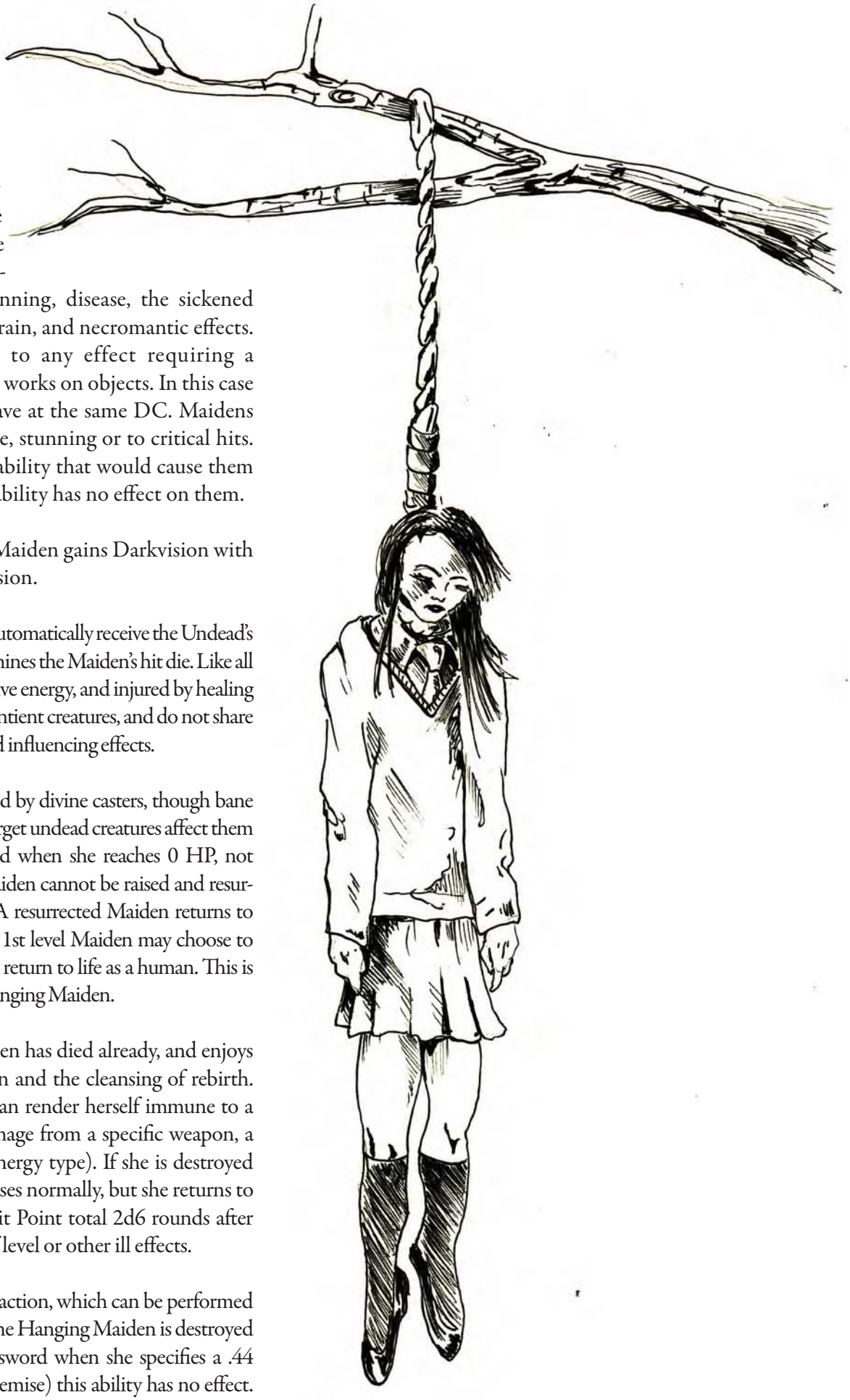
Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 3rd, 6th and th level, the Hanging Maiden receives a bonus feat, which must be chosen from the following list.
Action Bank, Agile Riposte, Animal A nity, Combat Expertise, Combat Reflexes, Confident, Cosplay, Dodge, Frightful Presence, Innocence Restored, Memento Mori, Nudie Cutie, Playful Little Loli, Ropesong, Stealthy, Studious, Super Kawaii, Trustworthy, Windfall, Womanly Suffocation

The Hanging Maiden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	-	+1	+1	Immortality of the Noose	+1	+1
2	+1	-	+2	+2	Play Dead	+1	+1
3	+1	-	+2	+2	Bonus Feat	+2	+1
4	+2	-	+2	+2	Dying Insight	+2	+2
5	+2	-	+3	+3	Artful Demise	+3	+2
6	+3	-	+3	+3	Bonus Feat	+3	+2
7	+3	-	+4	+4	Maiden of the Dead Temple	+4	+3
8	+4	-	+4	+4	Death and Life Entwined	+4	+3
9	+4	-	+4	+4	Bonus Feat	+5	+3
10	+5	-	+5	+5	Loving Execution	+5	+4

There are 10 levels to this class



Immortality of the Noose (SU): Immediately upon taking his first level in this class, a young Hanging Maiden is transformed into an undead creature. Her type changes to undead, and she loses her Constitution score. The Maiden becomes immune to poison, sleep, fatigue, paralysis, stunning, disease, the sickened condition, death effects, energy drain, and necromantic effects. Hanging Maidens are immune to any effect requiring a FORT save, unless the effect also works on objects. In this case the undead girl makes a WILL save at the same DC. Maidens are not subject to subdual damage, stunning or to critical hits. If the Maiden is destroyed by an ability that would cause them to rise as any type of spawn, that ability has no effect on them.

Like many undead, the Hanging Maiden gains Darkvision with a 60 ft range as well as lowlight vision.

However, Hanging Maidens do not automatically receive the Undead's D12 hit die; her character class determines the Maiden's hit die. Like all undead, Maidens are healed by negative energy, and injured by healing magic. Maidens have a soul and are sentient creatures, and do not share the typical undead immunity to mind influencing effects.

Maidens cannot be turned or rebuked by divine casters, though bane weapons and spells that specifically target undead creatures affect them normally. A Legionnaire is destroyed when she reaches 0 HP, not merely incapacitated. A Hanging Maiden cannot be raised and resurrection only works if she is willing. A resurrected Maiden returns to her undead existence, though a slain 1st level Maiden may choose to lose her single 'undead' class level and return to life as a human. This is impossible for a 2nd level or older Hanging Maiden.

Play Dead (SU): A Hanging Maiden has died already, and enjoys the sensations of bodily destruction and the cleansing of rebirth. By spending an action point, she can render herself immune to a specific form of harm (such as damage from a specific weapon, a particular attacker, or a specified energy type). If she is destroyed by this energy type, her body collapses normally, but she returns to existence with · her maximum Hit Point total 2d6 rounds after her destruction, without any loss of level or other ill effects.

Designating a specific death is a free action, which can be performed even on another character's turn. If the Hanging Maiden is destroyed in another way (for example, by a sword when she specifies a .44 Magnum as the instrument of her demise) this ability has no effect. Once the action point is spent, this ability remains in effect for the duration of the encounter.

Dying Insight (SU): By freeing your soul from the physical, by crossing the deathless borders of the Tatakama and interacting with ancient unbound souls, you receive a deeper understanding of reality and those you love.

Starting at 4th level, you receive a permanent +2 insight bonus on any two Knowledge skills of choice. This bonus rises to +6 for 4□ hours after you return from the dead, by any means.

As you die using your Play Dead class feature, you may concentrate on a specific person known to you, who need not be present at your death. You returning to life knowing that person's current location, if they are injured or in immediate physical danger, and their current allegiances, and if they have ever killed a sentient creature, died or returned from the dead themselves.

By spending an action point, you may establish a telepathic link with that person, allowing real time communication over any distance, so long as you and your subject are both on the same plane. The telepathic link lasts for a number of hours equal to your WIS modifier.

Artful□ emise (SU): As you die, you take direct control of your bodies final throes and dying tremors, shaping your last moments into a sensual performance that is impossible to forget. This ability activates automatically each time you are slain while using your Play Dead class ability.

All creatures who can clearly see you die are affected by this ability. You may choose to either unnerve or inspire with your death.

If you attempt to unnerve as you die, all sentient creatures who view your death must succeed at a WILL save (DC 12 + your CHA modifier) or become shaken by your demise, an effect which lasts a number of minutes equal to your CHA modifier. Anyone who fails their save by five or more points is considered nauseated for the duration.

Conversely, you can choose to inspire allied creatures who view your death. Inspired creatures receive a +2 insight bonus to WILL saves and on attack rolls for a number of minutes equal to your CHA modifier.

Maiden of the□ ead Temple (SU) Both the living and the dead acknowledge you as a mediator between the worlds, a well respected problem solver and compassionate medium. You receive a bonus on all Bluff and Diplomacy checks made against sentient undead, dead souls in the afterlife, and other Hanging Maidens, as well as Knowledge (theology□ philosophy) checks equal to the number of times you have activated your Play Dead class ability (maximum +10 bonus)

Special: From time to time, at the GM's discretion, you may be called upon to aid a spirit in settling its affairs from its mortal life. If these duties conflict with your adventuring activities, and if you successfully balance both responsibilities, you may be rewarded with a temporary action point, which must be spent before the end of the current adventure.

□ ***eath and Life Entwined (SU):*** Starting at □th level, your undead soul gains the ability to painlessly end the lives of others with a touch. If you successfully grapple a living creature, you may attempt to drain away years of memories and fragments of life energy. Each round the grapple is maintained, your victim must succeed at a FORT save (DC 10 + your CHA modifier + your Hit Dice) or gain a negative level.

You may use the life energy stolen by your level draining ability in one of two ways: you may choose to immediately recover 1d4+1 Hit Points, or gain a temporary action point, which must be spent before the end of the current encounter.

Loving E□ecution (SU): A 10th level Hanging Maiden can teach others to greet death as a lover, and to return to life transformed, the same way she has learned to. By spending an action point while having a sexual encounter with any living being, the Hanging Maiden enables that person to use her Play Dead class feature. Once the action point is expended, the Maiden's lover may designate a death and return from it without harm. This ability lasts for an encounter.

A creature who dies and returns in this manner may choose to transform themselves dramatically upon their return to life. The dying character may reassign up to 4 skill ranks and any single feat choice upon their return to life. If these changes are such that the character no longer meets the prerequistes for a feat or class ability, they cannot be made.

THE OMUKAME ADVANCED CLASS

The Omukame are the samurai of the Tatakama. They are the sworn swords of the heavens, a half-immortal caste placed near the pinnacle of the celestial hierarchy. Their word is law, and their judgments are unquestioned. Omukame warlords lead the armies of heaven against the Black Else, and protect their peasant vassals from monsters from that outer darkness. Proud and confident beyond measure, the Omukame are justified in their arrogance.

They are the first and best line of defense against demonic incursion, and their skills with the katana and wakazashi are legendary. The centipede-lords are the finest swordsmen in all creation; they have mastered the phallic energy of the blade. Their mastery of their swords stems from a mastery of their own ki, their own mastery of the penis and its gifts. Omukame are as skilled with their strange cocks as they are with their unsheathed katanas. Their station gives them the right to claim any low-born girl they desire as a reward for their fine service, a privilege the centipede lords take full advantage of. Bawdy haiku and ukio-e commemorate passionate couplings between wandering Omukame and village maidens. Most of these legendary orgies last for days, and are celebrated in art and haiku long after the maiden involved has become a grey haired old matron.

The Omukame in the Campaign

Omukame are an alien presence in Black Tokyo; their status as outsiders is their only real weakness. Omukame are creatures of the Tatakama, of a slower, more ancient Japan-that-never-was; the modern world is not their home. This is a truth known by all Omukame, even those Earthborn mortals elevated to their ranks. Omukame are wandering samurai, who walk between the two worlds of mankind.

Omukame guard the torrii gates between this world and the Tatakama, as well as the few known portals to the Black Else found in the Earth Realm. They see it as their calling to protect the mortal-folk of both realms, especially those Tatakama-folk who have settled in Black Tokyo. Omukame know all of Japan's secret places, where modern Tokyo brushes against the demon realms, and they know all of Black Tokyo's strangest citizens.

Omukame are usually found alone, or in the company of a handful of trusted retainers, usually peasant folk hailing from the Tatakama. They may lower themselves and work alongside mortal agencies like Section Seven, or go into battle at the side of a Sisterhood soldier against a common threat, but such alliances are usually temporary things at best. Omukame consider themselves the best warriors the realms have to offer, and needing back-up shames the proud warriors greatly.

Non-player Omukame may aid the party against some demonic nemesis, but these lusty, arrogant warriors will quickly turn their attentions on any attractive women in the party and assert their due and proper reward.

Profile of an Omukame

Omukame who venture into the Earth realm, as well as mortals elevated to their exalted station are among the most accomplished warriors in all the realms. They epitomize the samurai ideal, and are capable, courageous warriors. Their place is on the front lines of a battle, leading a war party against demonic abominations. They often serve as a party's warlord, shouting orders and leading by example. Their presence brings courage and pride, and helps their vassals and hirelings better resist the spiritual taint that many oni exude.

An Omukame's celestial armor is proof against any blow, and his blade can slice through a demon's hide as if it were rice paper. Omukame are skilled exorcists, with a good understanding of the supernatural realm; their strength lies in warfare, and they are most comfortable walking the twilight fields of the Tatakama.

The fastest path into the Omukame Advanced Class is through the Strong Hero basic class, though other paths are possible.

Requirements:
To qualify to become an Omukame, a character must fulfill the following criteria.

Base Attack Bonus: +5
Skills: Concentration 4 ranks, Intimidate 4 ranks, Knowledge: arcane lore 4 ranks
Feats: Phallic Spear Technique, Exotic Weapon Proficiency (katana)

Special: Only males are allowed to become Omukame warlords, and since much of their power revolves around dominating and controlling women, homosexual Omukame are virtually unknown The warrior order is disdainful of women, seeing them as little more than toys. Fun and extremely precious toys, but toys none the less.

Class Information
The following information pertains to the Omukame advanced class.

Hit ie
The Omukame gains an d12 hit points per level The character's Constitution modifier applies. Omukame are known throughout the land for their stamina and incredible virility; they are virtually impossible to kill, and never seem to tire, no matter if they are engaged battle or at play between some peasant girl's thighs.

Action oints
The Omukame gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills
The Omukame's class skills are as follows.

Climb (STR), Concentration (CON), Intimidate (CHA), Handle Animal (CHA), Jump (STR), Knowledge (arcane lore, history, tactics, theology philosophy) (INT), Read Write Language, Ride (DEX), Speak Language, Survival (WIS), Tumble (DEX)

Skill Points at Each Level: 3 + INT Modifier

Bonus Feats: At 2nd, 4th, 6th and th level, the Omukame receives a bonus feat which must be chosen from the following list.

Acrobatic, Advanced Two Weapon Fighting, Archaic Weapons Proficiency, Athletic, Attentive, Barbaric Rage, Black Fatherhood, Caress of Soiled Cloth, Cleave, Frightful Presence, Great Fortitude, Innocence Restored, Improved Two Weapon Fighting, Iron Will, Mobility, Power Attack, Phallic Bloodseeker, Spring Attack, Two Weapon Fighting, Weapon Focus, Whirlwind Attack

Lustful Ronin (SU): The Omukame are proud warriors, who demand the sexual submission of those they save, and cheerfully claim a young girl's virginity as their due and proper reward. The Omukame's strength and prowess only increases with each maiden he deflowers; a virgin's blood flows down his penis and is absorbed by the alien armor grafted to his skin.

Starting at first level, an Omukame receives a +2 holy bonus to his STR and CON scores for 24 hours after a sexual encounter, whether willing or not, with any sentient, virgin female in the Young Adult Age category or older. The Omukame receives a permanent +1 insight bonus on all CHA based skill checks against any sentient female he has a sexual encounter with.

This bonus to STR and CON increases to +4 at fifth level, and to +6 at ninth level.

Chittering ade (SU): The Omukame's centipede-like exoskeletal armor is his badge of o ce. Upon first taking a level in this class, the Omukame's veins are opened by Shinto mystics, and the venom of a hundred great centipedes and scorpions are poured into the wounds. The Omukame becomes the Earthly avatar of the Celestial Centipedes that patrol the border between the Black Else and the Tatakama, feeding on the demonic spiders of the Black Else.

The Omukame

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+1	+1	Lustful Ronin (+2), Chittering Jade (+4 armor), Endless Vitality	+1	+1
2	+1	+3	+2	+2	Hundred Legs Strength, Bonus Feat	+2	+1
3	+2	+3	+2	+2	Hundred Legs Racing, *Scent*	+2	+1
4	+3	+4	+2	+2	Chittering Jade (+6 armor), Bonus Feat	+3	+2
5	+3	+4	+3	+3	Blood and Venom, Lustful Ronin (+4)	+4	+2
6	+4	+5	+3	+3	Bonus Feat	+4	+2
7	+5	+5	+4	+4	Chittering Jade (+8 armor; DR 5/magic)	+5	+3
8	+6	+6	+4	+4	Bonus Feat	+6	+3
9	+6	+6	+4	+4	Lustful Ronin (+6)	+6	+3
10	+7	+7	+5	+5	Phallic Razor, Tremorsense 90 ft	+7	+4

There are 10 levels to this class

The Omukame's body is covered in a dense, greenish-black carapace, which resembles a demonic parody of a samurai's great armor. This carapace has the slick, iridescent sheen of an insect's exoskeleton, and is a living part of the warrior. When the Omukame's attentions wander, his demonic exoskeleton hisses, chitters and clicks, making noises like a nest of ten thousand centipedes.

The Omukame's Chittering Jade armor provides the warrior with a +4 natural armor bonus to defense, starting at first level. At fourth level, this bonus increases to +6, and the armor bonus increases to +[illegible] at seventh level. An [illegible]th level Omukame's armor provides him with Damage Reduction 5[illegible]magic, which stacks with DR from other sources, such as feats or Tough Hero class levels.

The Omukame's insectoid armor provides the Omukame with an eerie insight into the minds of other great, exo-skeletal monsters. The Omukame may use the Handle Animal skill to train and influence otherwise mindless vermin, and receives a +4 insight bonus on all checks made to do so. The Omukame receives a +4 bonus on all Survival checks made to track monsters with the vermin type, and is completely immune to the natural toxins produced by creatures with the vermin type.

The Omukame's Chittering Jade exo-skeleton means the creature cannot wear additional armor, and any clothing worn by the warrior must be specially designed, increasing the base Purchase DC by +2.

Endless Vitality (EX): A first level Omukame may use his Phallic Spear Technique at will, without daily limits. These proud warriors are trained to use their cocks with as much skill as they wield their katana, and are equally tireless when fighting with either.

Hundred Legs Strength (SU): Starting at 2nd level, the Omukame may add half his class level (rounded down) as a bonus on all Climb, Jump and Tumble checks. These warriors are known for the strength in their legs and their shocking agility. An Omukame's maximum jumping distance isn't limited by their height, and these heavily armored warriors can perform feats of agility that even mortal ninja can't match.

Hundred Legs Racing (SU): Starting at 3rd level, the Omukame's celestial blood increases his speed even as it deforms his body and makes him more like the ghostly centipedes he serves. Elder Omukame often spend as much of their day crawling on all fours as they do walking on two legs, and are more comfortable moving like a centipede than a man.

The Omukame can drop to all fours and skitter along upon hundreds of tiny, insectoid legs emerging from the under side of his armor. The Omukame can increase his base land speed by +30 ft when traveling in this method, but cannot carry any object or weapons in his hands while doing so.

A 3rd level Omukame is treated as being under a permanent spider climb effect, which allows the centipede swordsman to scale sheer surfaces, skitter up walls, or even run across a ceiling as adroitly as an insect.

Scent (EX): Slender, filament like antenna growing from the Omukame's brow give the warrior the scent special quality. A 3rd level Omukame can use the survival skill to track by scent, and recognizes familiar odors as easily as he does faces. Omukame are lusty, perverse warriors, and they revel in the intimate scents of women, and many veteran Omukame are infamous for their panty-sni□ ng habits.

Blood and Venom (EX): A 5th level Omukame's vermin tainted blood becomes a powerful, lethal acid. The Omukame's body drips a pungent greenish acid, and this same vicious slime coats the blades of his weapons. Starting at 5th level, the Omukame's phallic spear and any melee weapons the monstrous warrior wields inflicts an additional +1d6 points of acid damage.

Action Enhancement: By spending an action point when attacking with any katana or with his phallic spear, the Omukame gains the ability to ignore a number of points of Hardness or Damage Resistance equal to one plus his WIS modifier (minimum two points). This enhancement lasts for a number of rounds equal to the Omukame's WIS modifier (minimum one round).

□*hallic Razor (SU):* A tenth level Omukame's already impressive combat penis is honed and sharpened until it can slice through an oni's armor like rice paper. His penis becomes a massive centipede emerging from his muscular body, longer than a spear and thicker than a man's arm.

A tenth level Omukame's phallic spear inflicts a base 2d□ points of damage plus his STR modifier, and threatens a critical on a roll of 1□-20. A tenth level Omukame's combat penis inflicts triple damage on a critical hit.

Action Enhancement: By spending an action point, the Omukame's already lethal and monstrous cock becomes even more deadly. The weapon gains the □orpal quality and severs an opponent's head on a critical hit. This enhancement lasts for a number of rounds equal to the Omukame's CON modifier (minimum one round).

The Omukame can also choose to expend an action point to imbue his katana or wakasashi with the □orpal quality. These abilities function identically.

Tremorsense (EX): The Omukame's perceptions expand to the point that he can feel vibrations and detect even the stealthiest of footsteps. A tenth level Omukame gains Tremorsense with a □0 ft effective radius.

□***hallic Spear Technique (General SU)***
A hateful thought, and your penis bursts through your clothes, your very masculinity transformed into a dangerous edged weapon. You are an arcane practitioner of hentai no judo, a demonic martial art that emphasizes terrifying physical transformation and extremes of sexual violence.

Prerequisites: Concentration 4 ranks, Knowledge: arcane lore 4 ranks, either Combat Martial Arts or Racial Exotica

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you may transform your penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense. The transformation is a move equivalent action that provokes attacks of opportunity. Once transformed, you may maintain the combat penis for a number of minutes equal to twice his CON modifier (minimum one minute).

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 10 ft per point of your CON modifier. The weapon inflicts 1d□ points of damage and threatens a critical on a roll of 1□-20. You are always considered armed and proficient in its use.

Your flexible, muscular combat penis grants you a +2 bonus on trip, grapple and disarm attempts. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The spear has Hardness equal to your WIS modifier, and a number of Hit Points equal to your CON modifier.

If the Phallic Spear is severed, you lose the benefit of this feat for 4□ hours, until your magically enhanced phallus regenerates, and suffer severe shock and blood loss. You must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until you receive medical aid.

Special: Only males can choose select this feat.

FEATS AND TALES

Each new feat in Black Tokyo was a potential story, a wrong to be righted, a puzzle to be solved, or a path to sexual knowledge and mystic power. New tales- some horrific and some humorous- are spun out of the new feats below.

Broken □ oll (General SU)
You are at your most beautiful bloodied and with your face swollen and deformed by bruises.
Benefit: When you are reduced to half your maximum Hit Point total or less, you receive a +2 enhancement bonus to your CHA score. When reduced to 0 HP or negative Hit Points, if you choose to spend an action point to improve the results of a Diplomacy check, you retain that action point.

Chaotic Aura (General SU)
Your presence somehow causes vital systems to fail, the social order to break down and luck to turn horrifically bad. Your presence spreads misery and disorder, and you thrive within the terror and confusion you cause.
Prerequisite: Frightful Presence
Benefit: No creature that is within the effective radius of your Frightful Presence ability, or who has been successfully effected and since moved out of range may use or benefit from flanking or the aid another action, nor can they take ten or twenty on any skill check.

Cum Flu□ Flood (General SU)
Your body is a roiling cauldron, and you have mastered the secret of creating shiro-bozu cum-demons within that cauldron. The faint sticky ghost of male fluids on your lips is a testament to your mastery of arcane conjuration.
Prerequistes: Painted With Seed, Knowledge (arcane lore) 6 ranks, Treat Injury 4 ranks
Benefit: By accepting semen into your body, you can create a Shiro-bozu (a monstrous CR 4 semen-based ooze described in Black Tokyo) within yourself, and unleash the milk-white beast to do your bidding. The creature oozes from your body pleasurably.

Summoning the shiro-bozu is a full round action which provokes attacks of opportunity, and can be preformed at any time up to 3 hours after the sexual encounter. The creature serves you loyally to the best of its ability, though it is too stupid to follow any thing other than the most rudimentary of commands. The Shiro-bozu remains in existence for a number of minutes equal to one plus your CON modifier (minimum one minute).

□ ark Toymaker (Item Creation)
You have mastered the darkest method of creating a Living Toy, imbuing the toy with the soul of a murdered child.
Prerequistes: Toymaker's Secret, any evil allegiance
Benefit: Rather than spending an action point when crafting a Living Toy, you may instead ritually murder any child in the Young Adult age category or younger. Each Hit Dice the murdered child possesses, usually a single HD, is treated as an action point for the purpose of bringing your Living Toy to life. You may sacrifice multiple children for this purpose.
You must murder the child (or children) within 24 hours of beginning the construction process, and must anoint the toy with the child's blood or include portions of the child's body within the newly made toy.

□ ead Heart (General SU)
You have studied the ways and thoughts of the undead and unbreathing, and your heart no longer beats within your breast.
Prerequisite: Iron Will, Knowledge: theology □ philosophy 4 ranks, arcane lore 4 ranks
Benefit: Though you are not truly undead, and do not share the majority of their strengths and vulnerabilities, your arcane studies have transformed your mind and body. You no longer need to breathe, and suffer no damage from suffocation or hard vacuum. Your blood doesn't move through your veins anymore, and you do not suffer additional damage from any weapons with the wounding quality.
Limitations: Your aura is colored with a faint necromantic taint.

□ ead Flesh (General SU)
You are more like the undead than ever. Your body is cold and sterile, and immune to the ravages of pleasure and pain.
Prerequisite: Dead Heart
Benefit: You are immune to pain effects, any effects that cause extreme pleasure, and the sickened and nauseated conditions.
Limitation: Your aura is colored with a strong necromantic taint, like that of an undead creature. You cannot bear or father children due to the necromantic changes you've inflicted on your body.

□ runken Monkey Bo□ing (General)
You are an adherent of the drunken master style of kung fu, a soft style which emphasizes flexibility, random, chaotic movements and never doing what the opponent expects.
Prerequistes: Combat Martial Arts, Improved Combat Martial Arts, Tumble 5 ranks
Benefit: You receive a +4 bonus on Tumble checks and Bluff checks made to feint in combat.

Additionally, you may spend an action point to activate this feat's full potential. Each time you miss an adversary in combat, you receive a cumulative +1 modifier to your attack roll against that adversary, making it easier for you to wear down a tough enemy's defenses. The maximum possible bonus is +5, and the bonus 'resets' when you finally strike the opponent, or when you attack another adversary. This secondary aspect of the feat lasts until the end of the encounter.

Fearsome Violence (General)
You have honed your terrifying presence on the battlefield, and you know the value of a public execution for cowing the weak-minded. Each life you take only seems to make you more terrifying.
Prerequisite: Frightful Presence
Benefit: Each time you kill a living creature, all opponents within 10 ft of you who clearly witnessed the murder and have fewer levels than you must make a WILL Save (DC 10 + · your level + your CHA modifier + the number of opponents you have slain during the encounter).
Each time you kill another creature, the save DC increases by one, and all creatures within range must succeed at a new save. Creatures who fail their save are shaken, suffering a –2 penalty on attack rolls, saves and skill checks equal to 1d6 + your CHA modifier. If you have the Renown feat, the WILL Save DC is increased by 5.
Normal: Once a creature saves against your Frightful Presence ability, it cannot be affected by the ability for 24 hours.

Fey Senses (General SU)
Your strangely colored eyes see another world, and your long, tapering ears hear sounds too faint for others to perceive.
Prerequistes: WIS 13+, Spot and Listen 4 ranks each
Benefit: You can naturally see invisible creatures, and you receive a +2 racial bonus on Listen checks made against ethereal creatures. You are considered a fey for the purposes of magical items that require fey blood to operate, as well as any effects specifically targeting fey.
Limitations: Your long, obviously inhuman ears and strange eyes mark you as other than human, and you suffer a –2 racial penalty on all Disguise checks.

Fri□olous □leasure (General SU)
Your lust, joy and sexual vitality leaks into the land around you, binding wounds, salving injuries and making life better for those you share your body with.
Prerequistes: Pink □one
Benefit: Any area you have enjoyed a sexual encounter in is warded with positive energy. For 24 hours after an orgasm, an 500 ft radius around the area is imbued with tantric energy, which speeds healing and wards off undead. All creatures within this area become immune to the effects of massive damage for as long as they remain within the warded area. Creatures who spend at least □ hours within the area recover hit points at double the normal rate that day.
All Undead creatures take 2 negative levels which remains as long as they remain in the sexually warded area. Undead creatures with two or fewer hit dice cannot willingly enter the warded area.

Ganguro Beauty (General)
You are ganguro- ultrafashionable and highly tanned in the latest J-pop style. Your brash, boisterous beauty infuriates the conservative, stodgy older generation, but opens hearts and hardens erections for every one else.
Prerequisite: Knowledge (pop culture) 4 ranks
Benefit: Each day you receive a pool of bonus points equal to twice your ranks in Knowledge (pop culture), which you may apply to any CHA-based skill check. You may assign any number of bonus points as part of the skill check after the die is rolled, but before the results are announced.
Dra□back: Every two bonus points you spend you suffer a cumulative -1 luck penalty on CHA-based skill checks made against Japanese characters in the Middle Age category or older. This penalty vanishes when your pool of bonus points renew each day.

Genderqueer (General SU)
You are neither male nor female, and your strange sexuality unsettles and weakens those who define themselves by gender identity.
Prerequistes: Bishonen Hermaph
Benefit: You radiate an unsettling sensual aura, which extends 60 ft in all directions from your body. Within this aura, all characters must succeed at a WILL Save (DC 12 + your CHA modifier) in order to manifest any Supernatural abilities which are restricted to a single gender, including feats like Black Fatherhood, class abilities from classes like the Flow Witch that are restricted to a specific gender, or racial traits from a one-gendered race.
If the save fails, the character cannot manifest the chosen ability for the duration of the encounter, though the 'use' of the ability is not expended if it is a limited use power. You may suppress or re-activate this aura as a free action.

Glimpse of Hea□en (General SU)
The light of your soul allows you to influence the minds of others, touching their hearts with light and cheer. Those catching a glimpse of your virginal pussy will never forget it, or you.
Prerequisite: Heavenly □irgin, Trustworthy, Diplomacy 1 rank
Benefit: A number of times per day equal to two plus your CHA modifier (minimum three times daily), you may allow your spiritual aegis to become faintly visible around you, bathing you in a soft golden glow, and outlining your vulva in luminous arcane energy. Using this ability is a free action.

Each use of this ability allows you to instantly improve the attitude of an NPC by one category; the target must be of at least animal intelligence for this mind-affecting ability to have any effect. You may expend as many uses of this ability as you deem necessary at once.
The target receives a WILL Save (DC 10 + your CHA modifier + · your total character level) to resist the empathic effect. A target who successfully saves against this effect cannot be affected by your glowing aura for 24 hours.
You may also expend a use of this ability to receive a +4 holy bonus on your next CHA based skill check. This ability cannot improve the results of an Intimidate check.
Finally, you may expend two daily uses of this ability to cast sleep as a mage of your total character level. Alternatively, the character can remove the fatigued or exhausted condition (three daily uses) from a willing creature touched, including herself.
If you are at least partially nude when you activate this ability, the target receives no saving throw against the effect.

Hea□enly E□hibition (General SU)
Your fingers plunge into your sacred depths, and your orgasm explodes in a warm, liquid storm of divine light.
Prerequisite: Heavenly □ irgin, Iron Will
Benefit: You gain the ability to produce a brilliant, holy light at will, thanks to your innate good nature and your innocence of spirit.

You may cast light or prestidigitation at will, as a mage of your total character level. You may also touch a willing creature and grant them the benefit of the resistance spell, as cast by a mage of your total character level.

More importantly, a number of times per day equal to one plus your CHA modifier (minimum twice daily), you may unleash your glowing nimbus as a spectacular brilliant fountain of golden or rainbow colored plasma. All hostile outsiders, fey and undead within 60 ft of you suffer 4d6 + your CHA modifier points of holy damage from this storm of glowing purity. Doing so requires you to masturbate to a quick, messy orgasm as a full round action.

Targeted creatures may attempt a REF Save (DC 12 + your CHA modifier + · your total character level or hit die) for half damage. Creatures destroyed by this effect are burned away to ash and dust, though some of their gear and weapons may remain behind.

Hea□enly Virgin (General SU)
You're innocent and virginal and radiate an aura of palpable, childlike goodness which keeps you safe from the worst predators of the Black Else.
Prerequistes: Female gender, character level first, Knowledge: either arcane lore or theology □ philosophy 1 rank
Benefit: Your essential purity provides you with a +1 holy bonus on all Saves made against the hostile attentions of evil fey, outsiders and undead. Hostile creatures of those types who venture within 30 ft of you must succeed at a WILL Save (DC 15 + your CHA modifier) or be shaken for as long as they remain in your presence and for 5 rounds there they leave it. Once a creature saves against this effect, it cannot be affected by your purity again for 24 hours.
Limitation: You lose the benefit of this feat for 24 hours if you engage in consensual penetrative sex, though you can engage in masturbation, oral or fetish acts with a lover.

Hot For Teacher (General)
You're the quintessential sexy older tutor, and all your nubile young students have barely concealed crushes on you.
Prerequisite: Studious, INT 13+
Benefit: You add your INT modifier as a bonus on all sexually oriented Bluff, Diplomacy and Perform checks made against characters who are younger than you- either in terms of actual chronological age or in terms of age category.

A student who enjoys a sex session with you gains a +1 insight bonus on all Knowledge checks for 12 hours after the session, meaning you are in demand as a tutor as often as you are as a lover.

Hungerblood (General SU)
When you are wounded, your blood leaps from your body like a living thing, starving and anxious for vengeance.
Benefit: When you are wounded with any slashing or piercing weapons, lashing tendrils of your blood erupt from the wound. You receive a +4 bonus on all trip and disarm attempts made against the creature that wounded you, plus an additional +1 point of bonus for every five points of damage the attack causes you. The bonus lasts until the end of the encounter, as tendrils of your blood coil around your adversary and his weapons.

At anytime, you may voluntarily suffer 1d4 points of CON damage to manifest a masterwork whip made of your living blood. You are always considered proficient with this whip, which remains in existence for a number of minutes equal to your (now temporarily reduced) CON score.
Limitation: You must be using light armor or no armor to gain the benefit of this feat.

Lemon□□ink Hospital (General SU)
Your fluids- especially your urine and love juices- are potent magical panaceas. The messier your orgasm, the more healing fluids you produce.
Prerequisite: CON 13+

Benefit: Anyone engaging in sexual activity or tasting your fluids recovers a number of hit points equal to your CON modifier at the moment of your orgasm. This healing effect cannot take a supplicant over their normal maximum hit points, excess healing is simply wasted.
Additionally, your healing lubrication renders you completely immune to all non-magical sexually transmitted diseases, though not conventional disease or magical ailments.

Lemon□□ink Metamorph (General SU)
With the sticky-sweet taste of your lover still clinging to your lips, your true form melts away, replaced a perfect duplicate of that person.
Prerequisite: Truth of the Body
Benefit: You gain the Shapechanger subtype. After sampling the sexual fluids of any sentient creature of size Large or smaller, you can transform yourself into an exact physical duplicate of that person. You retain your memories, mental ability scores, feats, skills and class abilities, but gain the physical ability scores, extraordinary physical traits and appearance of your lover.

Transforming to your lover's form or returning to your own shape is a standard action. Unless you end the transformation sooner, you may imitate your lover's form for a number of hours equal to your WIS modifier (minimum one hour).
This magical transformation only affects your nude body, not your weapons, clothes or carried equipment.

Lesser Toymaker (Item Creation)
You have mastered the lesser secrets of magical craftsmanship. You are such a skilled sculptor or seamstress you can bring toy animals to a kind of strange life and animation.
Prerequistes: Creative, Craft: visual arts 6 ranks, Knowledge: arcane lore 4 ranks
Benefit: You can create living toy versions of animals and fantastical beasts. Doing so requires a Craft: visual arts check (Base DC 20 + the created Toy's Challenge Rating, rounded down. Fractional CR creatures are DC 20), and at least □ hours of work. You can craft your toys from virtually any kind of material, and often work from scrap, rags and recycled material. The raw material for these minor toys has a Purchase DC of 5.

If your check is successful, you may create a living toy version of an appropriate creature with a CR equal to 1□3 your own total character level or hit dice, rounded . Thus, at 3rd level, you could construct Living Toys which are CR 1 or less. To bring a Living Toy to life, you must touch the construct's inert body and sacrifice 10 XP per Hit Die, offering a sacrifice of your own memories and life energy to bring the creature to life.

You may craft a Living Toy version of any creature with the Animal, □ermin or Magical Beast or Dragon type. Your creature gains the Pseudo-Construct racial trait, as described in the Living Toy racial entry.

Your creature gains the attribute modifications common to all Living Toys. These creatures have a minimum INT score of 1. Living Toy animals may speak and understand at least one language known by their creator, even if their 'live' animal counterparts are incapable of speech.

These creatures remain in existence until destroyed, and serve you (or a new owner you personally designate) loyally. Your Living Toy menagerie will obey even suicidal orders on your behalf to defend you. These creatures have a primary allegiance to you or their owner, and if they are intelligent enough to do so, will act independently on your behalf.

Lethal □ealousy (General SU)
You mark your lovers with a deadly kanji, traced in your own orgasmic fluids. This symbol is etched onto your lover's soul, and will destroy them utterly if they're stupid enough to stray.
Prerequisite: Knowledge (arcane lore) □ ranks, Iron Will
Benefit: By spending any action point during any sexual encounter you can lay a powerful curse on your lover, which is enchanted through in the pleasurable rush of your orgasm. Your lover must succeed at a WILL Save (DC 15+ your CHA modifier) or fall victim to your curse. If your lover succeeds at the save, the action point is not spent, and you cannot attempt to use this feat against that character again for 24 hours.

The curse has no obvious effects and remains can remain inactive indefinitely. However, if your lover has any sexual encounter with anyone other than you or a small number of other characters you specifically designate, the curse awakens. At the moment of your cursed lover's orgasm, a storm of fiery acid erupts from their genitals, which inflicts □d6 points of damage, half of which is acid, half of which is fire. This eruption affects the target of the curse, and all creatures and objects within 30 ft.

Li□ing Nightmare (General)
The torments you can inflict are legendary, even in the depths of hell. Memories of your cruelty continue to plague your enemies, even years after the encounter ends.
Prerequisite: Frightful Presence
Benefit: You can inflict severe psychological damage on your enemies. To activate this ability, you must successfully use your Frightful Prescience and inflict damage upon the victim in the same encounter. By spending an action point, you can turn the passing moment of terror into a lifetime of flashbacks and post traumatic stress disorder.

The victim must make a second WILL save at the same difficulty or begin suffering from a very severe form of PSTD as a result of your actions. The victim is always considered shaken in your presence, and becomes shaken anytime your name or deeds are mentioned, or when the victim encounters any person or situation that strongly reminds them of you. These flashbacks last for a number of rounds equal to 1d6 + your CHA modifier. The victim may often suffer random, recurrent nightmares as well as flashbacks.

Lolita Tease (General)
Old men are easy enough to seduce, and so are old women, if you put your vixenish mind and cute little body fully to the task.
Prerequistes: Bluff 4 ranks, character level first
Benefit: You receive a +4 bonus on Bluff checks against those in the Adult age category who would be sexually attracted to you. This benefit increases to +6 against those in the Middle Age category, to +8 to those in the Old age category and +12 against venerable or older characters.
Special: As you increase in age categories, your CHA score increases by +2 per age category, but your INT and WIS scores remain static.

Maid Service (General SU)
Fanboy fantasies fuel your magical talents. With something less than a dirty though you can summon a swarm of semi-real sexy, little pixies to do anything you ask them to.
Prerequistes: Creative
Benefit: At will and as a standard action, you may use a variant of the prestidigitation spell. Your prestiditation takes the form of a swarm of several dozen cute fairies dressed in traditional maid costumes (or any other costumes you desire). While they perform the mundane functions of the spell, they put on a raunchy holographic show for you and everyone else in the vicinity. Feather dusters are inserted in some places you typically don't expect to see a feather duster inserted.

You may maintain the maid service effect indefinitely, as long as you spend a standard action each round concentrating on the spell. Each round, you may designate a specific sentient creature as the target of the maids' lusty antics. That target must succeed at a WILL Save (DC 10 + your INT modifier) or be stunned for one round by the playful sexual images. If the target cannot clearly see the pixies or is not normally attracted to beings of your maids' gender, this stunning enchantment has no effect.

Maschocistic Willpower (General)
Pain focuses your mind, allowing you to concentrate on agonizing physical sensations to block out mental pain and trauma, and to break psionic control. Pain and pleasure are the same thing for you.
Prerequisite: Iron Will
Benefit: If you suffer at least 5 points of damage in a single round, your receive a +4 bonus on all WILL Saves for the next 1d6 hours. You may also choose to receive a similar bonus on any Craft, Perform or Profession checks rather than WILL saves; this variant ability has the same duration.
You are immune to pain based effects and attacks, such as symbol of pain.

Master Toymaker (Item Creation)
More than just human-like toys, you can handcraft an array of magical living toys. You can make stuffed giants, origami dragons, and plush cuddly oni, and bring them all to life.
Prerequisite: Toymaker's Secret
Benefit: In addition to creating Living Toys modeled on humans, you may create more exotic Living Toys. Doing so is mechanically identical to crafting a standard Living Toy, including the sacrifice of one or more action points, 12 hours of work, and a successful DC 30 Craft: Visual Arts check.

You can create a Living Toy version of almost any roughly humanoid creature, from size Tiny to size Large.
You construct an artificial version of any Humanoid, Fey, Giant, Monstrous Humanoid, or Outsider whose Challenge Rating is equal to · your total character level or Hit Dice. The created creature gains the Living Construct trait and recieves the attribute modifications common to all Living Toys.

Memento Mori (General SU)
Your cold touch unsettles the living, reminding them they too will someday die. Your lovers will always remember your unbreathing, chilly flesh.
Prerequisite: undead creatures only
Benefit: Any time you make skin to skin contact with any sentient creature with an INT score of at least 5, the target must make a WILL save (DC 10 + your CHA modifier) or become shaken for 1d4 rounds. This applies to unarmed attacks as well as casual contact.
You may make a DC 12 Concentration check to temporarily suppress this ability for the duration of an encounter. Resuming this feat is a free action.
If this feat is active during any kind of sexual encounter, the WILL Save DC is increased to 18 + your CHA modifier. The duration of the shaken effect becomes 1d6 hours. Targets who fail this save by 5 or more points are considered panicked for the duration instead.

Mind Rape (General)
You have mastered cruelly efficient sexual torture and intimidation techniques to break the wills of your captives.
Prerequistes: Iron Will, Intimidate 4 ranks

Benefit: When binding or restraining captives you gain a permanent +1 competence bonus on Intimidate checks made against the target for every four hours the target spends in uninterrupted bondage. This bonus is cumulative with itself, there is no limit to the bonus you can receive in this manner.

By spending an action point and actively torturing or tormenting the victim during the bondage session, the mind rapist can inflict even more severe psychological damage upon the captive. The victim must succeed at a WILL Save (DC 12 + your CHA modifier) or permanently suffer 1d2 points of damage to his or her Wisdom score.

Mysterious Lover (General SU)
Your face slips from the memory of your past lovers and former conquests.
Prerequistes: Either Deceptive or Low Profile
Benefit: After a sexual encounter, consensual or not, you can attempt to wipe the memory of your identity from your lover's mind. If you choose to do so, as a standard action at the conclusion of the act, your lover must attempt a WILL Save (DC 12 + your CHA modifier). On a failed save, the target forgets your role in the sexual encounter, though they still remember the encounter. Your lover remembers your race, species and gender, though more specific details elude them.
If your lover fails the save by 5 or more points, he or she might not even remember the sexual encounter at all, at the game master's discretion.
Limitation: This feat does not usually remove the memory of specific acts, nor the context in which they happened. Thus, it may prove useless in certain circumstances, such as a husband using it on his monogamous wife because of her familiarity with the caster's sexual behavior and (expected) presence.

Nekomata's Great Luck (General SU)
You are a twin-tailed bakeneko (lucky cat), whose infectious cheer and endless energy turns even the worst situation to your advantage.
Prerequsites: either Nekomusume race or Cosplay, CHA 15+
Benefit: Your luck protects and encourages those you are attracted to. When within a character you are sexually attracted to, you may give that character some of your luck as a free action. You may use this ability even when it is not your turn, as an immediate interrupt.
You must be within 60 ft of your ally, and clearly able to see them. You may use this ability in one of two ways.

-You can provide the target with up to a +5 luck bonus on their next skill check, attack roll or saving throw. However, you suffer a penalty equal to the bonus bestowed on all checks, saves and attack rolls for 1 minute after the luck tranfser.

-You can ensure the next attack that hits your beloved does minimum possible damage. Unfortunately, all successful attacks against you do maximum damage for the next round.

Special: Nekomusume characters can activate this feat at will. Characters from other races who use Cosplay to qualify for this feat can only gain the benefit of this feat while in any 'cat-girl' type costume.

Nudie Cutie (General SU)
Costumes are fun, but they cover up way too much skin. You're naked and sexy, but still able to benefit from all the neat armor and magical clothes you uncover.
Prerequistes: Cosplay, Super Kawaii, female gender or non-heterosexual males only
Benefit: You're usually naked except for a distinctive, fun hat. If you wish, you may transform any light, non-magical armor (such as a Kevlar vest) or article of magical clothing or armor (regardless of bulk) into a unique hat, mask, glasses or other head covering. The transformed item occupies either the helmet or goggles but functions identically to a mundane version of the item, and its transformed state offers a clue as to its function. For example, you might choose to wear a pair of boots of speed as a pair of Playboy bunny ears.
The item returns to its normal state when it is out of your possession.

Orgasm Like O□ygen (General SU)
You have learned the greatest secrets of Hannya lust-feeders, and can draw a strange golden energy from sexual encounters that fortifies and sustains you.
Prerequisite: Tantric Wisdom
Benefit: By engaging in at least an hour-long sexual encounter with any sentient creature, you gain enough energy to sustain you physically. Each sexual encounter sustains you as if you had just consumed enough food and water to keep you alive for one day. In addition, for □ hours after a sexual encounter, you have no need to breathe, and become immune to suffocation, drowning and hard vacuum.

□er□erted Immortality (General SU)
You look like a dirty old soul, but in truth you're even kinkier and more ancient than most modern humans can comprehend.
Prerequisite: Gift of Innocence
Benefit: You no longer suffer the detrimental physical effects of aging. You do not have a maximum age and do not suffer ability score penalties as you advance through the age categories. Bonuses to mental ability scores for age and wisdom continue to accrue.
To maintain your immortality, you must have incredibly kinky sexual intercourse with a sentient virgin of either gender at least once per month, who must be in the Adult age category or younger. If you do not do so, you immediately suffer the physical penalties associated with your age (maximum penalties equal to being in the □enerable category). These ability score penalties vanish as soon as you indulge your lust with a young virgin.

□ony □retender (General SU)
You have found a way to blend Western style pony-play with ancient shamanic transformative magic. You bind yourself willingly into your pony boots and plug your bottom with a tail, under going a strange transformation that makes you stronger, faster and a better partner for whichever lucky master you choose as your rider.
Prerequisite: Run, Cosplay, STR 13+, CHA 13+
Benefit: You have constructed a special pony-play uniform from latex, rubber and leather, which includes a horsehair tail which plugs directly into your body. The costume has a Purchase DC of at least DC 16. Donning the costume requires several minutes, and usually the assistance of at least one other person.
While costumed, you cannot speak or use your hands, nor take any action requiring concentration. Since you cannot use your hands, you cannot remove the costume without assistance, usually from your designated rider. Your costume unlocks ancient equine power within you. While costumed, your STR and CON scores increase by +4 each. You run on all fours rather than walking, and your base land speed is increased by +30 ft. You gain the ability to speak with and understand all equines, as with the speak with animals spell.

You may designate a single rider as your chosen master or mistress. The rider must be a sentient creature no more than one size category larger than you. Your master can ride you in your pony-form with a specially designed saddle (Purchase DC 12); while doing so, your designated rider's weight does not count against your encumbrance or armor check penalty. While ridden, you act on your rider's Initiative count, though since you are a sentient being, he or she does not need to make Ride checks to command you.

If you and your rider desire to take opposing actions, you attempt to gain temporary freedom. Your rider makes a Ride check, opposed by your WILL Save. If you succeed, you may act as you wish that round. If your rider succeeds, you must take an action designated by your rider.

You may only have a single designated rider at any time. You may designate a new rider after spending at least 4-6 hours in intense sexual activity with that person. If your rider has any feats related to mounted combat, he or she may use them when riding you.

Dra□back: Each 24 hours or portion thereof you spend in costume makes you more subservient, and more like the sex-pony you pretend to be. You suffer 1d4-1 points of temporary INT damage each day you spend in costume, which cannot be healed while you remain in-role. This magical ability damage cannot reduce your INT below 2. If reduced to 2, the transformation becomes permanent.

Playful Little Loli General SU)
Your body is as slender and hairless as a little girl's, and you use your lithe, pure beauty to your advantage.
Prerequisite: Lolita Tease
Benefit: You resemble a young pre-teen, and know how to use your size to your advantage. You receive a +2 bonus to your CHA score, and a -2 penalty to your STR score. Though you remain your base size, you are treated as being one size category smaller, when doing so would benefit you. Though Medium sized, you are the lowest end of height and weight norms, gaining a +1 size bonus to attack rolls and armor class, and a +4 size bonus on Hide checks. You do not suffer a size penalty.

Finally, your soul is innocent and fundamentally malleable, and you can take baby-play and age-play to a level other lovers can only dream of. With roughly a minute of concentration, you gain a child's playfulness and flexibility at the cost of your adult reason. You may voluntarily suffer temporary INT damage. For every two points of INT damage you suffer, you gain Damage Resistance 1 magic.

While suffering INT damage, you can choose any sentient creature as your 'mommy or daddy', enjoying a lustful crush upon them. When within 60 ft of your 'parent' you use their saving throw bonuses in place of your own, if they are higher, as you draw comfort from their presence. Once your play-parent is designated, you cannot change the role until your INT damage is fully healed. Your chosen play-parent counts as an immediate family member for the purposes of incest-based magic, regardless of actual biological relationship.

ink one (General SU)
You radiate an aura of unbridled sexuality and porno-flick relationship logic, which unleashes chaotic and taboo lusts.
Prerequistes: Gifts of Ecstasy, CHA 13+
Benefit: Those within sight of you are much more likely to give into spontaneous sexual encounters, even those encounters which would normally be forbidden or taboo. You can easily convince a sentient NPC to have a sexual encounter if you can improve that NPC's attitude towards Indifferent or better. It's easier to convince somebody to give you a blowjob than let you bum a cigarette

By spending an action point, you (as a player) can dictate the sexual behavior of NPCs for an encounter. If a consentual sexual act you describe dramatically violates an NPC's code of ethics or is extremely taboo, that NPC receives a WILL Save (DC 10 + your CHA modifier) to resist the suggestion. Otherwise, those around you throw themselves into bizarre orgies and random hook-ups with joyous abandon.

Reincarnate (General SU)
You have been trapped in a cycle of death, life and rebirth for uncounted lifetimes, both in the Earth-realm and in the Tatakama. Your strong soul has found some enlightenment in this incarnation, allowing you occasional glimpses of your previous mortal incarnations.
Prerequistes: WIS 13+
Benefit: A number of times per day equal to your WIS modifier (minimum once per day), you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment allegiances are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute). During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A +2 bonus on any two Knowledge skills of choice
- A +2 bonus on any other skill of choice
- A +1 bonus on attack and damage rolls
- A +1 bonus on one save of choice
- A +1 dodge bonus to Defense
- Familiarity with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once

Special: You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

Scatological Armory (General SU)
You mastered a arcane fetish-spell long ago that turns your own stinking shit into armor. Now, you can spread this strange armor to those you touch, possibly giving them a taste for scat-play as well as a distinct tactical advantage.
Prerequistes: Cocoon of Filth
Benefit: When you activate your Cocoon of Filth feat, you may share the benefit of the feat with one other creature of size Large or smaller that you are in direct physical contact with.

Shit Rider (General SU)
You have mastered a filth and feces-based summoning ritual and can imbue your bodily wastes with a strange kind of fetishistic life. You know the secrets of creating a powerful, voracious predator from what oozes from your bowels.
Prerequistes: Cocoon of Filth, Knowledge (arcane lore) 8 ranks, Craft (visual arts) 3 ranks
Benefit: You know a secret ritual that allows you to summon an Otyugh (CR 4) from a ritual stage covered in your own bodily wastes. This disgusting ritual requires at least an hour, the sacrifice of an action point, and requires the caster to masturbate to orgasm in a pile of human waste, including his or her own. The waste then animates and congeals into an Otyugh.
The Otyugh serves you loyally to the best of its ability, though it is too stpid to follow anything other than the most rudimentary commands. The Otyugh remains in existence for a 24 hours, or until the caster next bathes or cleanses.

Sla e Harem (General
You have access to a diverse collection of human toys. Your slave stable consists of dozens of attractive, willing playthings, all of whom have been sex-broken by you to the point they feel no pleasure if it is not mingled with punishment.
Prerequisites: Intimidate 8 ranks, CHA 13+
Benefit: You can dispose of your sexual toys cruelly and capriciously without depleting your stable. Each time you gain a new character level, you gain a pool of useful little slaves equal to five times your CHA modifier.

Each level, you gain this allotment of slaves without requiring much (if any) in game efforts. Submissive souls seem drawn to you instinctively. If these slaves are slain, rebel or are sold or bartered, they remain gone unless the Slaver takes action to replenish their ranks. The members of the expendable slave gang are creatures from any of the player character races common to Black Tokyo, and are built using the standard array of ability scores (15, 14, 13, 12, 10 and 8) and a single Ordinary Level of choice.

You responsible for the feeding, upkeep and equipment of the slaves. These slaves can be of any allegiance, and though they serve you out of mingled fear8ust, they are not completely trustworthy servants. Slaves can and will rebel, if they see an opportunity for freedom or service to an even more seductive master. If a slave or slaves rebels, the Slaver receives a temporary action point, which must be spent before the end of the current adventure. These slaves are not considered party members, and do not affect XP distribution.

Soaked 8 ith Lust (General SU)
Your arousal is obvious to everyone around you. Your slick, rich sexual fluids soak through clothes and pool around you. Your sexual odor is cloying and potent, like fine perfume.
Prerequisite: CON 13+, CHA 13+
Benefit: At will, as a standard action, you can arouse yourself and allow an endless flood of sexual lubrication to flood your thighs and spread out around you. This pool of greasy fluid expands to cover a 30 ft radius around you, and moves with you as long as you choose to maintain the effect. You may end this effect at any time as a free action, in which case the lubrication puddles dry to nothingness after one more round.

All creatures caught in this area must make a successful REF Save (DC 12 + your CON modifier) or fall prone. The save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a REF save or fall), while failure by 5 or more means it falls.

While manifesting your lusty secretion, you gain a +10 circumstance bonus on Escape Artist checks and checks made to resist or escape a grapple or pin.

Dra 8back: Your potent sex-stink means any creature tracking you by scent receives a +4 bonus on Survival checks made to trail you.

Sound of Fear (General SU)
Any creature that can hear your footsteps implacably closer or listens to that eerie thing you call your voice is terrified beyond all reason.
Prerequisite: Frightful Presence
Benefit: Any creature within 60 ft can be affected by your frightful presence ability, assuming it can hear your words or you take some audible action. Anyone actively using the Listen skill to pinpoint your presence receives no save against your Frightful Presence ability.

Stranglehold (General)
You know how to apply lethal pressure, quickly knocking out or killing a grappled adversary.
Prerequistes: Brawl or Combat Martial Arts, base attack bonus + 2
Benefit: If you pin an opponent while grappling, and maintain the pin for one full round, at the end of the round the victim must make a FORT save (DC 10 + · your total character level + your WIS modifier). If the saving throw fails, your opponent falls unconscious for 1d4 rounds.
If you maintain the stranglehold, your must begins suffocating, and must begin making Constitution checks each round to avoid death. See pg 213 of the D20 Modern campaign setting for additional details.

Super ☒ awaii (General SU)
You are too adorable to kill, and even the most vicious oni would rather have you to play with rather than to kill outright.
Prerequisite: CHA 13+
Benefit: When unarmored or lightly armored and wearing at least moderately revealing clothes, you may add your CHA modifier as a luck bonus to your Defense score.

Transformati☒e ☒ ominance (General SU)
You take total control over those who share your bed, breaking their wills and twisting their bodies until they are your willing slaves.
Prerequistes: Transgressive Inspiration, Intimidate ☒ ranks, CHA 13+
Benefit: By spending an action point while engaged in a transgressive sexual act with any sentient creature, willing or not, you can attempt to utterly dominate that creature's mind. Your victim must succeed on a WILL Save (DC 12 + your CHA modifier) or find their personality and alignment changing to your specifications. This change persists until your victim gains a level, when he or she may attempt a second WILL Save to shake off your control.
If a victim is ever dominated by you in this manner, he or she secretly longs for the dominance, and suffers a -4 penalty on all future WILL Saves made to resist this feat or similar abilities.

Toymaker's Secret (Item Creation)
You have mastered the arcane secrets of bringing to life fabulous, human-like beings with artificial hearts and spell-stitched bodies, but true souls.
Prerequisites: Lesser Toymaker, Craft: visual arts 12 ranks
Benefit: You can construct Living Toys, creating highly intelligent, competent and loyal artificial servants. Doing so requires a DC 30 Craft: visual arts check, which requires at least 12 hours of work, and the expenditure of one or more action points.

By spending a single action point, you can construct a humanlike Living Toy. This humanlike character has the standard attribute array (15,14,13,12,10, and ☒), assigned as you see fit, prior to adding the Living Toy's standard racial traits and attribute modifiers.

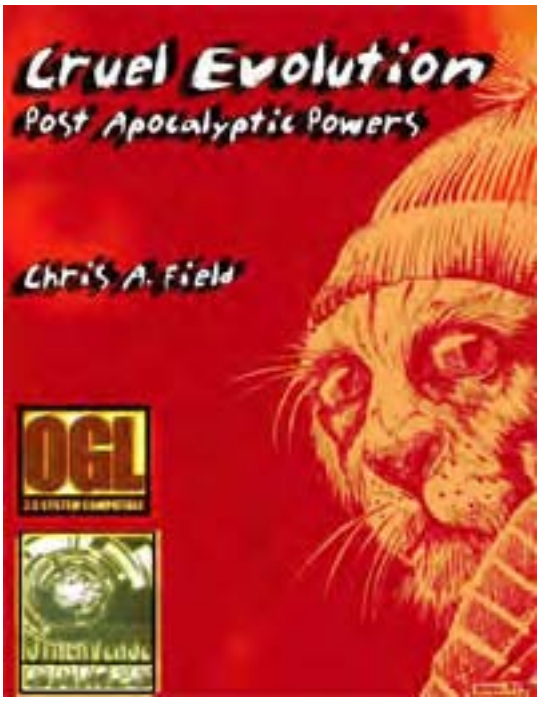
Your Living Toy servant ☒ companion has a single heroic level. Its allegiances are initially identical to your own, but as a thinking creature, might seek out another path as he or she gains experience.
Action Enhancement: Each additional action point spent during the creation process increases the number of heroic levels the Living Toy possesses by +1. You are not required to have specific knowledge or training in a class to imbue a Living Toy with levels in that class, but you must have personally encountered at least one example of the class in your lifetime.

Unholy Lore (General SU)
You have delved deep into long forgotten grimoies and forbidden libraries, learning secrets that can twist and corrupt minds.
Prerequistes: Knowledge: Arcane lore ☒ ranks
Benefit: When making any knowledge check, you may voluntarily suffer 1d4 points of temporary WIS damage in order to receive a +6 profane bonus on the next Knowledge check you make.

Viscous Criticism (General SU)
You are coldly egotistical and take pleasure in cleansing the world of the unattractive, the cowardly and the shy.
Prerequisite: CHA 13+, Confident
Benefit: When facing any sentient opponent with a Charisma penalty, you apply that penalty as a bonus on damage rolls against that specific creature.

Cruel Evolution

Cruel Evolution is a magic rich, post-apocalyptic sourcebook published between Black Tokyo I and II. Though not as obviously anime-inspired as the Black Tokyo material, the feats, classes and concepts in this short sourcebook deal with violence, dominance and sexuality in some disturbing ways. Some of the feats, especially the Cannibal Juggernaut and Preferential Hunter feat trees fit extremely well into a guro-inspired campaign, where bloody mutilation and psychotic sexual violence are the norm. As such, Cruel Evolution is a recommended (but not essential) purchase.



Monsters of the Tatakama and Other Tales

Your first thrust into the darkness left you shattered and unsure. Your first exposure to the oni-spawn and otherworldly monsters of Black Tokyo almost ended your life. Go deeper. Thrust into the darkness again. Venture beyond the comforting illusion of the mortal world, and step into a half world, a hidden pocket of dark-light trapped between this earthly realm and the abode of demons.

The Akashita Winds

Occasionally, a chill breeze blows between the worlds, flowing from the frozen mountains of the Black Else, swooping with a sound like women screaming across the fields of the Tatakama, and touching the Earth realm with strangeness and melancholy.

The Akashita Winds have been recorded throughout two thousand years of Japanese history; the Divine Wind kamakazi is one aspect of the Akashita Winds. The Winds occur most often in late autumn, when the air is still and cool, and the snows have yet to fall.

Akashita Winds accompany a cold-front, dropping temperatures several degrees and bringing rain, and are often harbingers of the first tentative snowfalls of winter. Akashita Winds last for several hours, and during this time, the membranes between the mortal world and the Tatakama are at their weakest.

An Akashita Wind lasts for 2d6 hours, and usually affects an area as large as a city. During this time, all undead in the area gain turn resistance +4, and spells wielding necromantic energy have their numerical effects maximized.

Though the Winds bring peril, they also bring enlightenment, during the duration of the Winds, all living creatures within the affected area receive a +1d4 insight bonus on Craft: visual arts, Knowledge: arcane lore and theology philosophy checks.

Artists and holy men welcome the Akashita Winds, while exorcists and oni-hunters fear them. Chrysanthemum Seven has traced the awakening of new oni-spawn to the Winds, and many demon-tainted creatures, such as Freudian Onis awaken to their powers for the first time during one of these storms. New torri open between the world, and creatures cross between realms in both direction. Oni step into our worlds, their arrival presaged by a chill upon the air, while mortal girls are lost to the Tatakama's Hanging Academy. When the wind turns cold, Black Tokyo's police and other heroes know their troubles have just begun.

Predicting an Akashita Wind requires a DC 32 Knowledge: arcane lore or the planes check. Success means you are able to predict the next Akashita Wind 12 hours before it begins and to predict its duration. You can predict the Wind an hour sooner for every two points you beat the check DC by.

The Clovers Academy Outside Tokyo Japan

The Clovers Academy is a private school owned by Heaven itself, whose celestial and half-angelic teachers scour Japan in search of courageous, promising young magicians. Prospective students find their lives quietly becoming more and more bizarre, as Futakuchi teachers and their celestial assistants begin quietly dogging their every step, hoping to protect them from a suddenly hostile Black Japan. Those willing to accept the Clover Academy's tutelage are taken to its secluded campus in the shadow of Mt. Fuji.

The Clovers Academy teaches children from grades -12, and many of the best alumni continue on as student teachers themselves, rather then leaving for a conventional college. The student body stays at the school year round, while mild enchantments make their mortal parents gradually forget they ever had children. Older and more experienced students are allowed off campus more often, and are made available to Chrysanthemum Seven and the Tokyo Police Department as oni-hunters and exorcists.

However, until graduation, all Clovers students must wear the distinct Academy blazer, and all are accompanied on their errands by a Futakuchi or Kasha Deadslayer guardian. Still, sneaking out without their celestial chaperones for some mischief in Black Tokyo is a time honored Academy tradition.

The Clovers Academy trains Mages and Occultists of all traditions, as well as tutoring young Devil Heart Hunters, Flow Witches, Ghostkiss Investigators, Neo-Witch Guardians and Sacred Pleasurers. The school considers the Harem Mage path a frivolous misuse of magical talent, though a few upper-classmen otaku learn the basics of the profession as part of the school's Anime Culture Club. Likewise, the teachers do not train students in the path of the Hanging Maiden, believing that such a mystic career is a tragic waste of mystical potential. Despite their aversion to the class, the Clovers Academy does play regular football scrums against the girls of the Hanging Academy.

Club Ameonna Tokyo Harbor Japan

One of the hottest clubs in Tokyo isn't found in the fashion district. Instead it's nestled between dockside shipping o ces, its frosted windows looking out over Tokyo International Airport. Club Ameonna is a cramped three story restaurant popular with younger Yakuza and wealthy idiots who get their thrills being seen with Yakuza. The club is a nyotaimori, where world class sushi is served off the perfectly shaven bodies of supermodels. The club has an excellent reputation, a five star rating, and a waiting list for reservations nearly six months long.

Club Ameonna is also a torri gate between worlds, and a place where an unwary visitor can step between the Earth-realm and the cobalt horrors of the Black Else. The club is a hub for various human-trafficking gangs, and it has to be. ery few of the waitresses and living dinner ware last more than a few evenings. The lucky ones are devoured whole, but their deaths occur on the Earth-realm, in a private, soundproofed banquet room on the upper floor.

Though horrible, their deaths are relatively quick and since their millionaire murderers have no interest in their soul, their ghosts are free to reenter the wheel of rebirth. The unlucky ones- the truly beautiful immigrant girls- find their way into the Black Else, where they are re-sculpted, body and soul by Isonade transmuters. These unfortunates either end up on the menu or become one of the club's rarely seen but ominous guardian demons.

Fashion Club Nekomimi Tokyo Japan

This exclusive bordello is located incongruously enough in Black Tokyo's financial district, and caters to salarimen on their few breaks. Club dues run into the millions of yen annually, and membership is exclusively Japanese, and only extended to those wealthy men whose families have produced a magic user in the last generation. Outsiders –especially mundane foreigners- are unwanted.

The club offers all the amenities of a high class whore house, including an excellent bar and a stage show where the most daring customers can have a go at one of the girls while the crowd cheers them on. The Fashion Club attracts large crowds of Harem Mages and transmuters, because of its monthly nekomusune shows, where cat-girl enthusiasts bring their semi-sentient pets in to compete for titles of best and show, best in breed, and best lover. Contest purses and attendant betting can enter seven figure territory, and many of the best breeders spend millions of dollars sculpting the perfect cat-girl.

Unlike many places in Black Tokyo, where nekos are routinely abused and discarded, the nekos attending the monthly Fashion Club shows are relatively well treated, if only because they are expensive and stunningly perfect status symbols.

The Gathering of Flowering Bodies Beneath Tokyo and Tokyo Bay

An entire generation of Kijimunna has come to fruit beneath Tokyo, never having even seen the sun. An entire fungal ecosystem lies hidden in the sewer lines deep beneath the city, its outposts stretching the length and breadth of one of the largest water treatment systems on the planet.

Mushroom children cavort among the fertilizer rich sludge, only tangentially aware that a great modern city rises above them. Of all the Kijimunna remaining in the Earth-Realm, these mushroom-girls are the happiest and most content. They live in a world which hasn't passed them by yet. When the rare human maintenance crew descends into the pipes, the mushroom people dart out of sight, just as their surface living ancestors once evaded Edo-period foresters. The Kijimunna are happy and content in their fetid realm, and have their own unique language, a tongue spoken nowhere else either on Earth or in the Tatakama. A few Kijimunna adults govern the collective, their bodies decorated with a garland of stinking white fungal bodies- these adults have never felt the call to suicide, and are some of the oldest of their kind remaining on Earth.

Life is peaceful and good down among the shit-stained rivers. The Kijimunna of the Gathering have made great friends with several Akaname families who also choose to live deep beneath the world. Here, the quizzical undead fetishist have food, friendship and a deep respect and admiration that they lack in any other realm. Akaname warriors (and the occasional still-living fetish witch) help protect the colony on the few occasions it is threatened- usually by fearsome elemental creatures like Otyughs, Nure-onna or Shiro-bozu predators.

HOKUSAI SPRING
OKINAWA JAPAN

Okinawa is closest to the old ways of Japan. Slower, more rural, and more haunted than the hyper-industrialized island just a few minutes to the north. Kitsune, Koropokkuru, Bloodstrong, Kijimunna and other fading people can all still be found prowling the back alleys and woodlands of the small island. One of their gathering places is an old natural hot spring onsen which has stood since the Mejii era.

Each day, dozens of monsters relax in the spring, in the company of their own kind, and in their natural shapes. Long-standing treaties prevent violence near the spring, allowing mythological beasts to relax their guard a bit and enjoy the kind of day that mortal-folk take for granted. This old onsen is a place where deals are done, romances are sparked and treaties are hammered out.

The onsen is also popular with a particular breed of humanity, those unfortunates who were born with a soul of one sex and the body of the other. Hundreds of transgendered seekers, from around the globe descend on the spring each year. Most are those rejected by conventional medicine- the poor, the frail, the emotionally ill, and those who already scarred some back alley surgery. The spring is one of the few places in the modern world where mystical perfumers melt Perfection Change Soap, an old enchantment that can result gender like a sculptor re-imagines clay.

The Tatakama-folk who frequent the onsen, even the evil ones, have acquired a grudging respect for the 'little human changers'. More than one transgendered visitor returns to their home country in a new body, having made a lifelong friend from another realm- changed far more than s□he could of ever imagined. At least the TST□ humans who appear at the onsen's gates know the liberating value of the shapechanging gifts that all too many of the Tatakama's creatures are all too jaded with. It's not worship, not like the old days, but it will do....

MARINE CORPS BASE
OKINAWA JAPAN

The story's reported in Stars □ Stripes, the US military's o□ cial daily newspaper, and on the local news, but nobody pays attention anymore. Another rape by a US serviceman. Another in a long line of atrocities and violent sins. Just another rape: another school girl or woman from a single's bar, her body invaded and defiled by some American.

The Marine Corps base on the island of Okinawa is beset with protests, its inhabitants locked within the small, embattled base more days out of the year than not. The base's gate guards endure the insults and spit and disdain of the protestors just outside the fence, and even for the Okinawans themselves, the protests are half hearted. They've become rote exercises of futile rage, because the native born inhabitants of the island know the Americans aren't going anywhere.

And they know that no matter how many GMT (general military training) sessions the higher ups make the rank and file sit through, no matter how many disciplinary lockdowns the base is put on, the rapes won't stop. Things might quiet down for a week or two after another incident flares up, but sooner or later, the bases' Marines will venture out into the city's bar district and sooner or later... it'll all happen again.

Why?

Look beneath the base for answers, look to the warren of caves and fallout shelters carved into the living bedrock of the island. In 1□6□, a joint mission between the United States' Department Seven and their Japanese equivalents, Chrysanthemum Seven brought down one of the most fearsome and terrible ushi-oni ever to exist in the jungles of Northern □ ietnam. The oni, who answers only to the honorific Revered Shogun, was responsible for some of the war's worst atrocities, and reveled in the brutal genocide that prefaced the Communists' rise to power. Too powerful to be killed, and far too clever to be contained by any lesser means, the Shogun presented the assembled exorcists with a horrific choice.

A prison was carved into the Earth beneath Marine Corps Base Okinawa, a cell from which the Revered Shogun could never escape. However, the cells wards required a sacrifice, a blood payment uniquely suited to the prisoner and his nature. Throughout his decade in □ ietnam, the Shogun had shown a special relish for corrupting and then destroying American Marines, leading many of the exorcists to speculate that the Shogun was once a man, likely a Japanese soldier who perished before the Occupation began. And the assembled exorcists realized that the Shogun was at its weakest and most tractable when its attention was diverted by the sadistic games it played with mortals.

And so, to keep the imprisoned oni tractable, the Exorcists of '6□ built a flaw into the demon's prison. Over the years, the Shogun's corruption would be allowed to leak out of its prison like moral radon gas, permeating the island and spreading its corruption. Mortal Marines would lose their careers and their

souls to a supernatural taint they didn't understand and had no defense against, and Okinawa's women would know pain and shame... all because if the Shogun ever grew tired of his captivity and made a concerted effort to escape, he could inflict immeasurably worse.

The Exorcists of '6☒ are a secret known only to the most highly placed agents in Japan's anti-supernatural organizations, and the number of people with conclusive proof of the location of Shogun's prison can be counted on one hand. A handful of exorcists and priestesses suspect supernatural involvement in Okinawa's troubles, but have no real proof, and deep cover agents within Chrysanthemum have murdered anyone who comes close to finding the real truth of the island.

The Sisterhood in particular has lost more than dozen operatives on Okinawa, including a pair of Chaste soldiers. Even the militant furies of the Sisterhood realize that something strange is going on in Okinawa, and (uncharacteristically for them) they seem to view the islands' many rapists as victims rather than monsters. Instead of a bullet through the face, they offer many of Okinawa's sexual predators a single chance at repentance and redemption. While many don't take the offer, and die just the same, a few do, and Okinawa is one of the only places where misogynist Freudian Oni work side by side with Sisterhood cells.

Mansion Inugami
Shinjuku District Tokyo

This small shop is nestled and half-forgotten between the mega-stores and skyscrapers of the busiest shopping district on the planet. The tiny, dusty building has stood unmolested since the Edo period, with only superficial changes to the outer façade over the centuries. A flashing green and red neon sign in the window is the latest addition, and that was added in 1☒62.

Mansio Inugami is both petshop and slave market, a half-world place where Tokyo's ultra wealthy can purchase a Nekomusune sex-doll, a commission a Harem Mage's artistic life-creation talents, or trade stolen children for new playthings. The shop's true owner is unknown, but an endless succession of elder oni can be found behind the counter, all of whom have taken the appearance of a reserved old Japanese man, dressed in a traditional kimono. ☒uiet and professional, these immortal slave traders will deal with anyone, assuming the price is right. Though they can be held to the letter of any agreement, they viciously twist the intent of the words. They claim it is traditional- after, any one willing to bargain with an oni would expect no less.

Momonjii Cemetery
Nagasaki Japan

This old cemetery was re-dedicated after the end of WWII and has become a gathering place for Ghostkiss Investigators from across Japan. A disproportionately high number of the cemetery's residents are murder victims, particularly unsolved ones. Such tragedy has become part and parcel of the dilapidated little cemetery's karma.

The small cemetery is staffed by a groundskeeper and a permanent contingent of semi-retired Ghostkiss Investigators who share a small cottage just outside the cemetery grounds. These investigators are too old and tired for frontline work against the Black Else's endless perversities. They still are capable of helping the recently dead settle their last mortal affairs and pass from the world. The grey-haired investigators here act more as messengers than detectives, carrying last messages from lonely spirits to husbands and wives left behind. However, every so often, a particularly vile murder cries out for vengeance, and the old men of the cemetery ride out again. Lucky younger Ghostkiss Investigators might have a chance to tag along with the old guard, to be the muscle while the last generation relishes its role as the brains.

Okiku Furniture
Kyoto Japan

This small factory sits on the outskirts of a sprawling first world city, and from the outside at least, has nothing to call attention to it. Men come and go in shifts, producing cheap furniture for Japan's o☒ce-boxes and micro-apartments, not knowing that one of the mildew-stinking rooms in the the furniture factory's basement opens onto the Black Else. Behind this peeling yellow door, an ancient Ironclub Oni works his craft, as he has for endless millennia. The oni Kakaju is a master craftsman, and his chosen medium are human souls.

The old oni practices a unique kind of slave mastery, ripping souls screaming out of their dying bodies, burning and binding and twisting the soul, before trapping it inside wood or iron. Flesh is similarly distorted, becoming wood and leather, glass and iron. Human women are transformed into furniture- into beds, chairs, urinals and worse things, so their new owners can appreciate them in their bondage. Kakaju's transfigured prisoners can never be freed, only mercifully put to death, but they retain enough of their human minds to fully appreciate their punishment.

As can be expected, the oni's work commands a premium. The most evil men in Japan pay multi-million yen commissions for a chance to have one of their female enemies cursed with immobility forever, and many adventurers who recognize the oni's men coming for her will commit suicide if capture seems imminent.

www omorashi chase jp

This popular website, based out of Tokyo, naturally, is dedicated to wet panties and female bathroom shots. Various channels feature everything from hidden toilet cams to contests to see which of an assortment of various cute competitors can hold her urine the longest. The website also offers hidden, magically encrypted channels (coded by Digital Sorcerers from the DARPACU line) designed to appeal to Black Tokyo's magical fetishists. These mysterious web-casts allow subscribers to catch a glimpse of Flow Witches and shit-mages at play, to arrange magical commissions, and to purchase the urine-impregnated, mystically potent panties of various magicians, monsters and goddesses.

Seamless Sleep Club Rapponghi Tokyo

Seamless Sleep is a maid café and cuddle club in the heart of Tokyo's hippest mega-sprawl. The club is run by a bevy of adorable sisters, all of whom seem perfectly human despite the fact they're all self-emancipated Living Toys. Seamless Sleep Club offers a sexy, but chaste atmosphere, where guests can relax and nap in the arms of the Living Toy staff. The club's rules are fairly simple- no sex, no dry humping, and pajamas (for both guests and workers) stay on.

The Club is amazingly popular among the otaku and salarimen who've kept a bit of their innocence. The little café recently gained national attention, when her royal parents brought Princess Aiko to the café for an exclusive visit. The staff doted on her, and the young Princess left the café with a pair of new companions- a Living Toy swordswoman and her Nikusui partner, both of whom would gladly sacrifice their pseudo-lives to protect their charge.

Studio Sayaka GO Aichi Japan

Studio Sayaka GO is a small collective of animators and manga artists who work out of a converted apartment block. Artists from the studios have worked on every anime-culture fad in the last 5 years, in one capacity or another. They've also helped save the world twice, and preserved the chastity of a few imperiled idol singers. On the whole, the artists prefer working on hentai adventure series than participating in them. The studio's artists only get involved with adventure reluctantly, and usually only when they need a favor reciprocated from Black Tokyo's occult community, but when they do decide to get involved, their contributions are impressive.

The studio garners most of its attention because most of the senior artists are talented Harem Mages, and are willing to teach their art to anyone with the talent to learn. In exchange for a few years of tedious fill-in art, young manga illustrators learn the basics of arcane lore. The Studio, despite its modest exterior and relaxed atmosphere, is one of the last great surviving 'magical schools', where talented young sorcerers can truly practice their craft.

Tokyo Bureau of Mythological Sanitation

The TBMS has two kinds of employees: those who like watching beautiful, helpless things die, and those who have really, really pissed off their superiors. TBMS is a recent addition to the country's budget. The department's responsibility is to safely and (hopefully) humanely dispose of the Tokyo's region's wide assortment of weaker humanoid pests, especially the semi-feral packs of lesser Nekomusune which prowl the city.

The working conditions are miserable, respect is nil, pay is meager. Worse, TBMS workers often find themselves caught between their cat-girl prey and the far worse things that see wild Nekomusune only as an easy, savory meal. Workers have to prowl back alleys and filthy deserted tenements, knowing the tranq-guns they use to bag barely sentient felines won't be of much use against anything more formidable. If TBMS workers don't fall to some oni's talons, they usually end up on the wrong end of a Sisterhood gunshot, as the feminist mages try their best to end the felinoid's genocide.

After a 16 hour shift of stunning, binding, tagging, and eventually gassing felinoids, most workers just want a beer or ten, and a copy of the wanted listings. For those who willingly join the TBMS, though, it's the greatest job in the world. Nekomusune have no rights in Japan, not even the right to life. For sadists who enjoy sexual torture, rape and eventual murder, assignment to the TBMS is a way for them to legally indulge in their lusts. Though captured 'Nekos' are supposed to be euthanized humanely, few TBMS workers have the compassion or the energy to object if they aren't.

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SKORTCHED URF' STUDIOS

BLACK Tokyo

Chris A. Field

Your first thrust into the darkness left you shattered and unsure. Your first exposure to the oni-spawn and otherworldly monsters of Black Tokyo almost ended your life. Go deeper. Thrust into the darkness again. Venture beyond the comforting illusion of the mortal world, and step into a half world, a hidden pocket of darklight trapped between this earthly realm and the abode of demons.

This sourcebook serves as a continuation and expansion of the Black Tokyo world, delving even deeper into this horrific imitation of real world Japan. Inside, you'll find new monsters, new feats, new demon-tainted advanced classes and a selection of monstrous new player races. We'll venture across the dimensional border, and cross into the Tatakama. We'll catch a glimpse of oni at play in the fields of the Black Else. And eventually, we'll return to Tokyo, to confront human horrors and demonic lusts.

Chastity & Depravity